



BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

Splatterhouse OSG (Brady)

SPLATTERHOUSE®

COVERS MICROSOFT XBOX® 360
AND SONY PLAYSTATION® 3
COMPUTER ENTERTAINMENT SYSTEM



By Doug Walsh

SPLATTERHOUSE®

1) INTRODUCTION.....2

2) GAME BASICS.....4

3) ATTACK MOVES AND UPGRADES...16

4) ENEMIES52

5) STORY MODE

01: Satan's Masque.....60

02: The Doll that Bled.....70

03: In the Shadow of the Abyss.....84

04: The Meat Factory.....96

05: The Corpse that Wouldn't Die.....108

06: Beast With a Human Heart.....118

07: Scream Park.....130

08: Reflections in Blood.....140

09: The Ruined Heart.....146

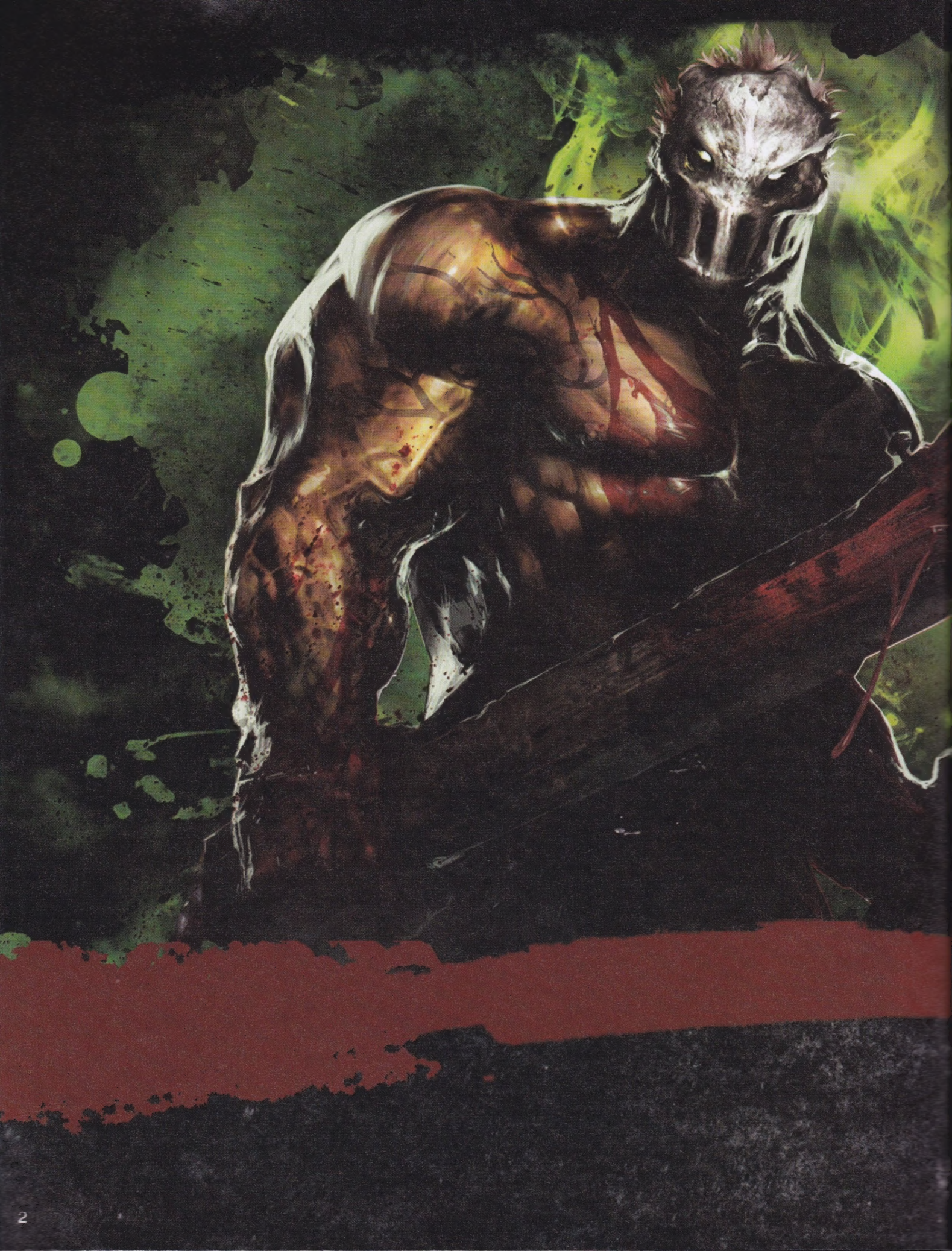
10: The Wicker Bride.....154


11: Blood Eclipse.....160

12: The Devil Made Flesh.....170

6) SURVIVAL ARENA.....172

7) ACHIEVEMENTS & TROPHIES.....182





How far would you go for love? Would you kill? If so, how many? A dozen? Thousands? Would you enjoy it? Peculiar questions indeed, and ones Rick Taylor probably never gave a second's thought to. But that all changed the night he and his girlfriend Jennifer paid a visit to West Mansion.

Rick had big plans for them that night—for every night to come. But there's no more time for warm fuzzies, only time for revenge. Sweet, blood-stained vengeance.

You find Rick lying in an ever-expanding pool of his own blood. The gaping wound in his stomach shows that whoever, err *whatever*, inflicted this wound had a very large mouth. And was hungry. An ancient artifact, a mask, lying on the floor calls to him in his moment of death. The voice in the mask begs Rick to find the strength to slip it over his face. He does and the power of the Terror Mask immediately takes over; its power knows no bounds. It and Rick are now one and a pact forged in blood is made. The Terror Mask gives Rick the strength he needs to chase after his love, Jennifer, and bring her back safely. Rick doesn't know why the Terror Mask is helping him, but he will. For now, he has no choice but to trust it—and to enjoy the hunt.

INTRODUCTION



GAME BASICS

CONTROLS

CONTROLS REFERENCED THROUGHOUT THIS GUIDE

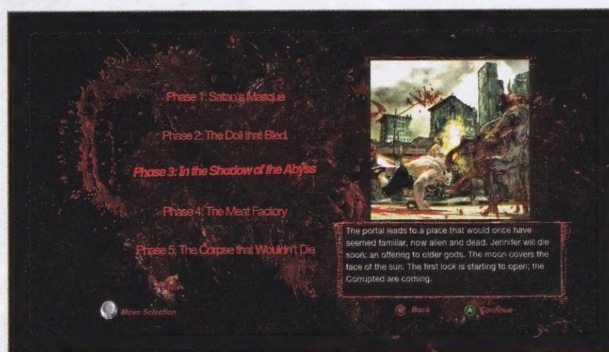
COMMAND	X360	PS3
MOVE	Left Thumbstick	Left Stick
CAMERA	Right Thumbstick	Right Stick
JUMP	A	X
RADIAL ATTACK	X	□
GRAB	B	○
DIRECTIONAL ATTACK	Y	△
BLOCK/DODGE	RB	R2
SPRINT	L	L2
BERSERKER	LB	L1
MASK MOVES MODIFIER	LB	L2
MASK EYE	○	+
PICK UP WEAPON	○	+
MOVES LIST	○	SELECT
PAUSE MENU	○	▶

GAMEPLAY MODES AND OPTIONS

STORY MODE

Story Mode is the heart of *Splatterhouse* and consists of twelve phases or chapters. Lead Rick on a horror-filled journey through West Mansion—as he battles countless demons to save his girlfriend Jennifer. Search for collectible photos of Jen and gramophone recordings to gain a revealing look at the girl Rick loves, and the man who stole her away. Rick's bond with the Terror Mask allows him to collect and spend BLOOD Points as currency to gain new powers and upgrade his combat abilities. There are 45 different upgrades allowing for a possible 90 different attacks, each of which is detailed in this book's "Moves List" chapter.

Once you have begun, it's possible to go back and replay a specific chapter in Story Mode from the Story Mode menu screen. Doing this overwrites your current save progress. Resume your progress by selecting the last unlocked phase.





DIFFICULTY MODES

First-time players can choose Coward or Savage difficulties when starting out with Story Mode. Complete all twelve phases of Story Mode on Coward or Savage to unlock the Brutal difficulty mode. The tips and walkthrough strategy provided throughout this guide are based on the experience of starting fresh with Savage difficulty. However, the general strategies are applicable to all difficulty modes. Rick earns greater amounts of BLOOD Points on higher difficulty settings, so those playing on an easier mode may not be able to purchase the suggested upgrades as quickly. The BLOOD Points you earn and the upgrades you purchase carry over from one game to the next (and from Survival Arena back to Story Mode). If you're new to this type of game, consider starting out on Coward difficulty until you get a feel for how the game is played. Then, if the game starts to feel too easy, start over on Savage difficulty once you have purchased two of the health upgrades.

The primary differences between the difficulty modes, aside from the amount of BLOOD Points you earn, is the relative amount of damage enemies can inflict on Rick and vice-versa. Savage difficulty can be considered the "normal" difficulty mode and provides a balanced, enjoyable challenge for the experienced gamer. Give Savage a try and follow along with the upgrade advice in this guide before you give up. If the game still feels too difficult after purchasing the first two health upgrades, then by all means start over on Coward mode—it will be our little secret. Brutal mode is exactly as hard as its name implies. Brutal mode unlocks regardless of the difficulty mode you complete the game on, but it is strongly recommended that you do not jump from Coward mode to Brutal, because the disparity in difficulty is severe.

TERROR MASKS

Select one of the available (and applicable) Terror Masks that you want Rick to wear during his trip through Story Mode. There's only one mask available at the start, but a console-exclusive mask can be unlocked by completing Story Mode.

MOVES LIST, UPGRADES, AND STATS

Press the Moves List button at any time during Story Mode (after Phase One) to access the Moves List and Upgrades Screen. This is where you can purchase new abilities, attacks, and upgrades for Rick's Health Meter and Necro Meter.



The second page of this menu screen shows a complete listing of every attack (and its unlocking condition) that Rick can possibly perform. Scroll through the available attacks and watch a looping animation of what the attack looks like in motion.

Lastly, the third page of this menu screen contains an array of statistics to help you track your progress towards unlocking Achievements/Trophies. Use this information to plan your attacks and efficiently unlock those bonuses! It also shows any found pieces of the current phase's photo of Jennifer.

SURVIVAL ARENA

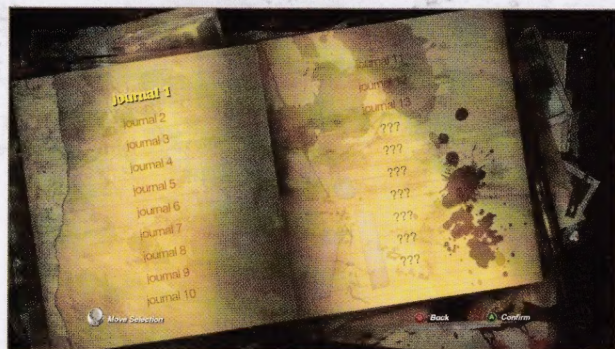
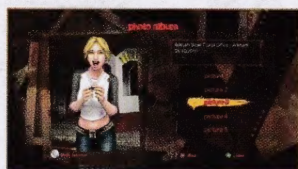
Survival Arena is the other gameplay mode in Splatterhouse. This mode pits Rick against 20 waves of enemies—non-stop combat! There are six different Survival Arenas, the first of these unlocks upon completion of Phase One in Story Mode. Survival Arena is not only a fun and challenging mode to play, but the BLOOD Points that you earn in Survival Mode can be used to purchase new upgrades and attacks in Story Mode! The only way to earn any BLOOD Points in Survival Arena is to survive all 20 waves without dying. This is not an easy thing to do without first purchasing a number of the upgrades that are available and it is definitely not easy to do before you unlock both Berserker Mode and the Splatter Slash attack. See the "Survival Arena" chapter in this book for complete details on this exciting mode.



COLLECTIBLES AND MORE

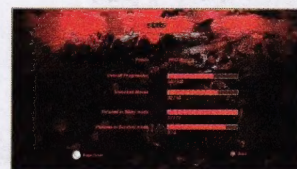
COLLECTIBLES

Select the Collectibles option on the Main Menu to gain access to Dr. West's Journal and the Photo Album. Lengthy entries into Dr. West's Journal unlock with every 5% of the game you complete, a percentage that takes into account Story Mode, Survival Arena mode, collectibles, and upgrade purchases. There are 20 entries in total: unlock them all to uncover the depths of Dr. West's madness. The photo album contains all of the photos (and photo pieces) of Jennifer that you find during your time playing the game.



STATS

The Stats screen details your current progress through the game, taking into account all modes of play, difficulties, Survival Arena rankings, upgrades purchased, and collectibles. The "overall progression" meter at the top corresponds to your total game completion status and is what governs the unlocking of Dr. West's Journal. A new chapter in the journal unlocks for every 5% of game progression that you achieve. Complete Story Mode on Brutal difficulty, earn an S-rank on all Survival Arenas, find all 17 Jennifer Photos, and purchase all 45 upgrades to complete the game 100%!



CLASSICS

Want to see the games that started the saga of Splatterhouse? Unlock the three original games in the series by playing through Story Mode then put your old-school skills to the test in these notoriously difficult 2D games!

SPLATTERHOUSE

THIS IS WHERE IT ALL BEGAN.

SPLATTERHOUSE CONTROLS

ACTION	XBOX 360	PS3
MOVEMENT		
JUMP		
ATTACK		
PAUSE		
START/CONFIRM		



- You begin the game with two extra lives and four hearts. Lose one heart each time Rick gets hit by an enemy.
- Crouch down to pick up weapons and press any attack button to swing them. Rick drops his weapon when hit.
- Rick can attack while jumping and crouching as well as standing.
- Move steadily, but cautiously to avoid spikes and other booby traps. But don't go too slow, or else the purple force will catch you from the left.
- Crouch to avoid leaping worms, then turn and kick them when they land.
- Use the powerful "slide kick" by jumping high and attacking the moment you touch the ground.

SPLATTERHOUSE II

TO SAVE JENNIFER, RICK MUST FIGHT TO LEARN THE DARK SECRETS OF RESURRECTION.

SPLATTERHOUSE II CONTROLS

ACTION	XBOX 360	PS3
MOVEMENT	◁ ▷	◁ ▷
JUMP	A	X
ATTACK	X/Y/B	□/△/○
PAUSE	START	SELECT
START/CONFIRM	○	▶



- Introduced various difficulty modes including Easy, Normal, Difficult, and Game Master.
- Can enter passwords to skip ahead to different levels (see table).
- Plays very similar to the original, but Rick begins with three extra lives this time around.
- Be patient around pits of worms. Try to lure zombies into them.
- Jump over the right-hand worm when surrounded by worms to get both of them on one side. Turn around and kick them while crouching.
- Stay crouched to avoid the giant slug's biting attacks, then step to avoid its toxic spit.
- Use the powerful "slide kick" by jumping high and attacking the moment you touch the ground.

SPLATTERHOUSE II CHEAT CODES

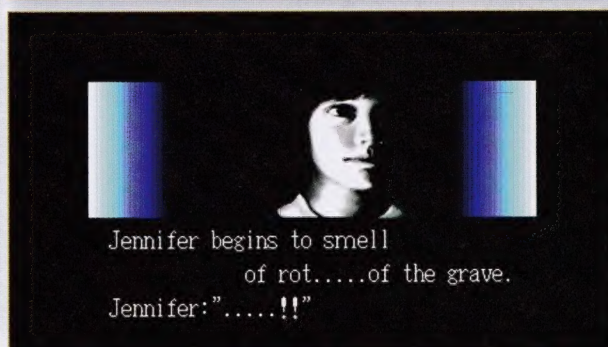
LEVEL	CODE
02	EDK - NAI - ZOL - LDL
03	IDO - GEM - IAL - LDL
04	ADE - XOE - ZOL - OME
05	EFH - WEI - RAG - ORD
06	ADE - NAI - WRA - LKA
07	EFH - XOE - IAL - LDL
08	EDK - VEI - IAL - LDL

SPLATTERHOUSE III

RICK DONS THE TERROR MASK FOR THE THIRD TIME.

SPLATTERHOUSE III CONTROLS

ACTION	XBOX 360	PS3
MOVEMENT	◁ ▷	◁ ▷
JUMP	A	X
ATTACK	X/Y/B	□/△/○
POWER UP	Y	△
PAUSE	START	SELECT
START/CONFIRM/MAP	○	▶



- Rick can now move in what is referred to as 2.5 dimensions, stepping towards and away from the player to avoid enemies.
- Pick up Power Stones by pressing the attack button while standing over it. Activate a power up to initiate the equivalent of Berserker Mode to give Rick tremendous strength.
- Rick must make his way through a map to reach Jennifer before the timer runs out. Clear a room of enemies and view the map of the level before moving to the next room.
- Some rooms have doors in the front and rear, not just to the left and right. Be sure to explore thoroughly.
- Rapidly tap the attack button to make Rick punch, kick, and even grab and throw enemies.
- Failure to navigate the map quickly enough leads to different conclusions. Will Jennifer live? Will she die? Or will something else happen entirely?



SPLATTERHOUSE III CHEAT CODES

LEVEL	CODE
3RD FLOOR	ATAERG
BASEMENT	AKSILB
DARK STONE 1	RAOBVW
DARK STONE 2	AIKITI
THE MASK 1	OKOMOB
THE MASK 2	TETUYA
STRANGE ZONE 1	REYALF
STRANGE ZONE 2	SERAGA
STRANGE ZONE 3	TARESA
STRANGE ZONE 4	ROGIBA

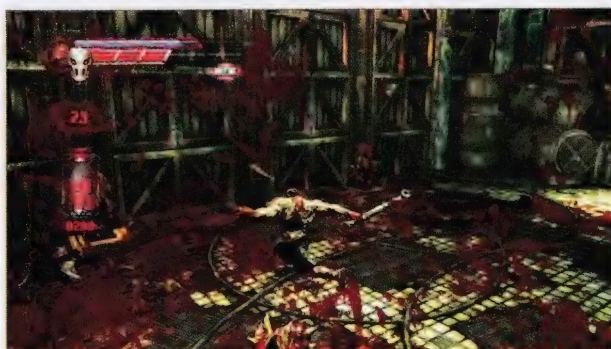


2007

A MATTER OF LIFE AND NECRO

HEALTH METER

There are two meters in the upper left-hand corner of the screen that are vital to Rick's survival. The upper one is Rick's Health Meter. This meter loses blood as Rick takes damage and he visibly begins to slow due to the blood loss. If he takes enough damage his left arm will be cut off and he'll move very slowly and punch rather weakly. Avoid taking further damage for roughly ten seconds to give the arm time to regenerate. Rick can still fight while he is in a one-armed state, but his effectiveness is limited.



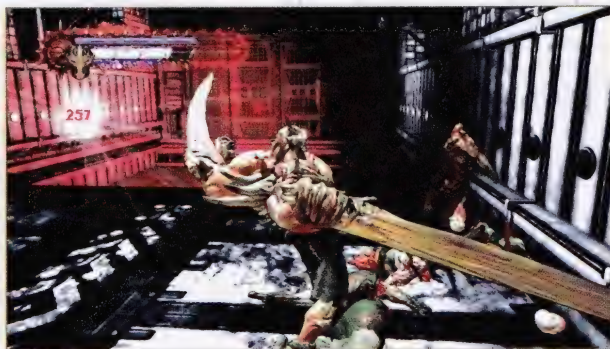
If Rick dies, you resume play at the last checkpoint. Checkpoints are scattered throughout each phase and your progress is saved automatically at each one. Even though you will have to return to the last checkpoint after death, any Jennifer Photos that were found before dying do not have to be picked up again.

Initial Health = 100 Points

Maximum Health = 200 Points

NECRO METER

The second meter is the Necro Meter. This meter won't be of any significance to you until the beginning of Phase Three, at which point it becomes very relevant. Build the Necro Meter up by inflicting damage and killing enemies. You can activate Berserker Mode whenever the Necro Meter has three bars in it. This automatically fills Rick's Health Meter, gives him temporary invincibility, and doubles the amount of BLOOD Points he earns in combat. De-activate Berserker Mode by pressing the Berserker button or waiting for the meter to run out.



Rick gains the ability to perform individual Mask Attacks at the cost of one bar of the Necro Meter after completing Phase Four, once the Splatter Slash attack is unlocked. Performing individual Mask Attacks grants Rick a small increase in health and a momentary dose of invincibility.

Initial Necro Meter = 450 Points (3 bars)

Maximum Necro Meter = 900 Points (6 bars)

BATTLE BASICS

Rick has a total of 90 different attacks, each of which is detailed in depth within the "Moves List" chapter of this guide. With that said, there are a number of basic combos and attacks that are worth highlighting for players who want a more streamlined explanation of the combat system. Note that some of these attacks do require that specific upgrades are purchased before they can be performed. Read on.

BAREHANDED COMBAT

Rick's most fundamental attacks consist of basic combos and barrage punches that rely heavily on the Radial Attack button. It's also possible to aim a charged attack using the Directional Attack button and the movement controls—the targeted enemy will be outlined in yellow.

BASIC COMBAT

ATTACK	ATTACK DAMAGE	XBOX 360	PS3
BASIC COMBO	3 per strike	X X X	□ □ □
BARRAGE PUNCH	3 per strike	Rapid X	Rapid □
HEAVY SLAM	12	Hold Y and Aim	Hold △ and Aim
SUPER PUNCH	20	Y, Hold Y	△, Hold △
UPPERCUT	12	X, Hold Y	□, Hold △

Rick isn't restricted to just throwing punches, however. He can also grab enemies and, with the right upgrades, use those enemies as weapons. He can slam an enemy to the ground, kick or throw it, or even spin the enemy around to knock others about.

GRAB ATTACKS

ATTACK	ATTACK DAMAGE	XBOX 360	PS3
GRAB SLAM	30	B X	○ □
GRAB SWING	20	B, Hold X	○, Hold □
DIRECTIONAL THROW/KICK	20	B Y	○ △
DISMEMBER (ARM)	Fatal	B B	○ ○
DISMEMBER (HEAD)	Fatal	B, Hold B	○, Hold ○

Two of the best attacks in Rick's arsenal, especially for dealing with Homini, are the backhand (i.e. Pimp Hand Strong) and ram attacks. Rick can perform an array of attacks on the move including tackling enemies, jumping spin attacks, or even charged ground pounds that knock enemies back in a small radius.

SPRINT ATTACKS

ATTACK	ATTACK DAMAGE	XBOX 360	PS3
SPRINT	2	Hold □	Hold △
BACKHAND	7	□ X	△ □
RAM	10	□, Hold Y	△, Hold △
TACKLE	5-50	□, B Then X, Y or B	△, ○ Then □, △ or ○
JUMP SPIN ATTACK	6	□ A X	△ X □
JUMP GROUND POUND	8	□ A Y	△ X △

SPLATTERKILLS

There is one other barehanded attack that deserves special mention, and that's the Splatterkill. Continue attacking an enemy until it becomes dazed and is outlined in red. This is your signal that it's ripe for a Splatterkill. Rush up to it and press the Grab button to initiate one. This mini-game gives Rick a chance to inflict an elaborate and devastatingly fatal attack on the enemy that is not for the squeamish. Follow along with the on-screen button and control stick prompts to perform the attack. Splatterkills reward the most BLOOD Points and often give Rick an arm or a head to use as a weapon. Information on every enemy-specific Splatterkill can be found in the "Enemies" chapter of this guide.



MASK ATTACKS

The Terror Mask grants Rick special abilities, and not just an unquenchable thirst for blood. Hold the Mask Moves button with one of the other buttons to perform a Splatter Siphon and drain the blood from enemies to regenerate health. This and Mask Vision (a clue finding aid) are available from the start. The more deadly Mask Attacks, Splatter Slash and Splatter Smash, are unlocked at the end of Phase Four and Phase Six, respectively. Splatter Slash slices all enemies within the claw's range in half while Splatter Smash pulverizes enemies in front of Rick. Splatter Siphon, Splatter Slash, and Splatter Smash all consume one bar from the Necro Meter.

MASK ATTACKS

ATTACK	ATTACK DAMAGE	XBOX 360	PS3
SPLATTER SIPHON	1	Hold B + B (tap rapidly)	Hold L2 + ○ (tap rapidly)
SPLATTER SLASH	120 (Fatal)	Hold B + X	Hold L2 + □
SPLATTER SMASH	120 (Fatal)	Hold B + Y	Hold L2 + △
MASK VISION	-	○	+

BERSERKER ATTACKS

Berserker Mode requires three bars of the Necro Meter to activate, but is worth every bit. Berserker Mode not only fills the Health Meter and grants Rick invincibility, but it also dramatically increases the amount of damage his basic attacks perform. The attacks listed here are just a sample of the combos and attacks that are possible while in Berserker Mode. Rick can also perform Mask Attacks while in Berserker Mode without consuming additional Necro.



BERSERKER ATTACKS

ATTACK	ATTACK DAMAGE	XBOX 360	PS3
BERSERKER COMBOS	20 per strike	X X X	□ □ □
BERSERKER HEAVY SLAM	50	Hold Y and Aim	Hold △ and Aim
BERSERKER RAM	120	LT, Hold Y	LT, Hold △
BERSERKER JUMP SLASH	50	A X	X □
BERSERKER JUMP SLAM	120	A Y	X △

WEAPONIZED ATTACKS

It wouldn't be Splatterhouse without a number of devastating weapons for Rick to attack with. Press Down on the D-Pad to pick up a weapon lying on the floor (this also puts the weapon down), and then start swinging. Most weapons are either blunt or bladed and can be swung like a baseball bat or sword. Using these weapons is intuitive and is done much how you would expect, based on Rick's barehanded attacks. There are also two heavy weapons that are as powerful as they are rare.



BLUNT WEAPON ATTACKS

ATTACK	XBOX 360	PS3
RADIAL ATTACK	X	□
HEAVY SLAM	Y	△
UPWARD BLUNT SWING	X Y	□ △
SPRINT RADIAL ATTACK	LT X	LT □
SPRINT UPPER CUT	LT Y	LT △
JUMP RADIAL	LT X	LT □
JUMP DOWN SWING	LT Y	LT △

BLADED WEAPON ATTACKS

ATTACK	XBOX 360	PS3
RADIAL SLASH	X	□
HEAVY SLASH	Y	△
STAB ATTACK	Y Y Y	△ △ △
SPRINT RADIAL SLASH	LT X	LT □
SPRINT UPWARD SLASH	LT Y	LT △
JUMP RADIAL SLASH	LT X	LT □
HEAVY SLASH DOWN	LT Y	LT △

HEAVY WEAPON ATTACKS

ATTACK	XBOX 360	PS3
FIRE SHOTGUN	LT X or Y	LT □ or △
CHAINSAW RADIAL SLASH	X	□
CHAINSAW DOWNWARD SLASH	Hold Y	Hold △
RUNNING CHAINSAW	Hold LT	Hold LT

WEAPON DURABILITY & DAMAGE

Each of the weapons that Rick comes to possess has a finite life, known as a durability rating. The more you use them the faster they shatter and disappear. Each of the enemies described in the "Enemies" chapter has a weapon durability cost from very low to high. The higher the durability cost, the more damage dealt to the weapon when it hits that particular type of enemy.

WEAPON DURABILITY AND DAMAGE

WEAPON	STYLE	DURABILITY	ATTACK DAMAGE
BASEBALL BAT	Blunt	8	40
2X4	Blunt	20	40
LEAD PIPE	Blunt	20	80
SWORD	Bladed	6	80
MEAT CLEAVER	Bladed	10	80
MACHETE	Bladed	15	80
SHOTGUN	Heavy Ranged	8	60
CHAINSAW	Heavy	15	120
BIGGY CHAINSAW	Heavy	25	120

Not all weapons have to be man-made; others can be man-severed! Rick can litter the ground with the arms and heads of his foes through the use of bladed weapons, dismemberment attacks, or Splatterkills. Pick these items up and use them as weapons. Arms can be swung as melee weapons while heads, particularly smaller ones, can be thrown at other enemies. The Power Head Throw upgrade makes this latter technique an attack you won't want to miss!

ENEMY LIMBS

ENEMY CLASS	DURABILITY	ATTACK DAMAGE
RICK'S ARM	3	30
TERATOID	3	80
ABHORE	3	60
GHAST	3	30
MORLOCK	3	30
FORGOTTEN	3	30

ENEMY HEADS

ENEMY CLASS	DURABILITY	ATTACK DAMAGE
TERATOID	3	90
ABHORE	3	90
GHAST	1	60
MORLOCK	1	60
AEIGIS EYEBALL	1	90
FORGOTTEN	1	90

BLOOD POINTS

Painting the walls red isn't just a catchy saying of the Terror Mask, but a rule for success, since all that blood is actually a currency in Splatterhouse. BLOOD Points are used to purchase new abilities, upgrades, and special attacks. There are several factors that go into determining how many BLOOD Points you earn for a specific attack or kill. The following tables reveal the values of the multipliers for the kill counter, the attack power, and the difficulty and Berserker multipliers. These numbers get applied to the BLOOD data in the "Enemies" chapter to determine total BLOOD and Necro values.



KILL COUNTER MULTIPLIER: MULTIPLIES THE BLOOD POINTS EARNED WHEN THE COMBO FINISHES BASED ON THE NUMBER OF KILLS MADE DURING THAT COMBO.

KILLS IN COMBO CHAIN	MULTIPLIER
0	1.0
1	1.1
2	1.2
3	1.3
4	1.4
5	1.5
6	1.6
7	1.7
8	1.8
9	1.9
10	2.0

DIFFICULTY MULTIPLIER: MULTIPLIES TOTAL BLOOD POINTS EARNED BASED ON THE DIFFICULTY BEING PLAYED.

DIFFICULTY SETTING	MULTIPLIER
COWARD	0.8
SAVAGE	0.9
BRUTAL	1.0

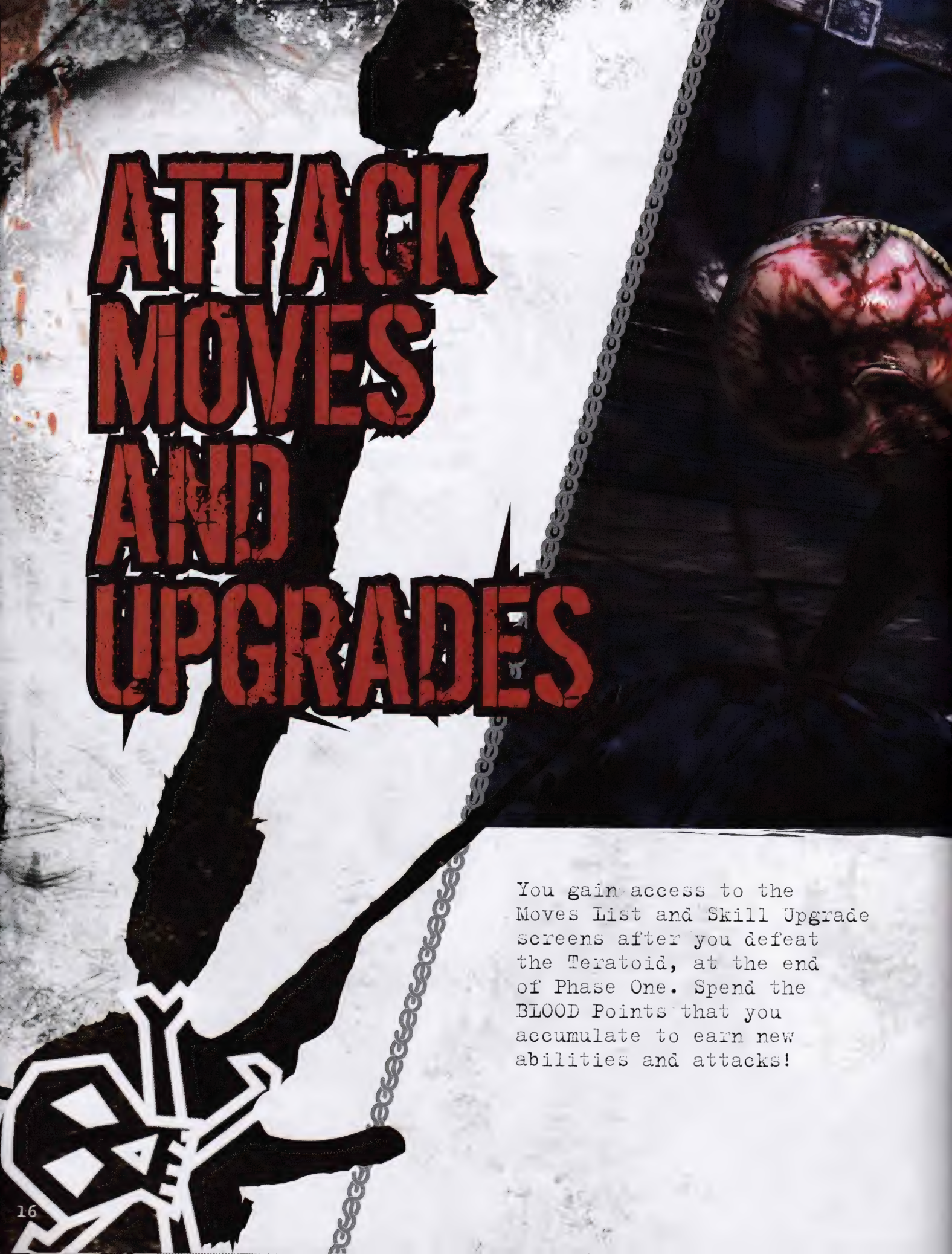
ATTACK POWER MULTIPLIER: MULTIPLIES THE BLOOD POINTS AND NECRO POINTS EARNED PER HIT BASED ON THE STRENGTH OF THE PLAYER'S ATTACK.

ATTACK CLASS	MULTIPLIER
FLURRY/BARRAGE	0.5
LIGHT	0.8
MEDIUM	1.5
HEAVY	5
BLUNT - LIGHT	10
BLUNT - MEDIUM	15
BLUNT - HEAVY	20
BLADED - LIGHT	10
BLADED - MEDIUM	15
BLADED - HEAVY	20
CHAINSAW - LIGHT	40
CHAINSAW - HEAVY	80
SHOTGUN - FAR	20
SHOTGUN - NEAR	60

BERSERKER MODE MULTIPLIER: MULTIPLIES THE BLOOD POINTS AND NECRO POINTS EARNED BASED ON BERSERKER STATUS.

BERSERKER STATUS	MULTIPLIER
YES	2
NO	1
INFINITE (PHASE ONE INTRO)	0.5





ATTACK MOVES AND UPGRADES

You gain access to the Moves List and Skill Upgrade screens after you defeat the Teratoid, at the end of Phase One. Spend the BLOOD Points that you accumulate to earn new abilities and attacks!



SKILL UPGRADES

There are a total of 54 different Skill Upgrades available for purchase, spread across nine different categories. Many of these upgrades are immediately available for purchase at the conclusion of Phase One—however, it is unlikely that you will have the funds during Phase One to unlock more than one or two. The five upgrades available in each category don't necessarily stack with each other, but some do require the purchase of a lower cost upgrade in order to unlock a more advanced (and more expensive) one.

FAST ATTACKS

These upgrades are all geared towards allowing Rick to swing his fists faster and longer before tiring. Fast Attacks are strictly related to the punches and combinations performed with the Radial Attack button. It's not necessary to purchase the two most expensive upgrades until Phase Six or later, but you may want to purchase The Tenderizer, Windmill, and Face Melter soon after you acquire the vital Health Meter upgrades. The More Cushion for Pushin' and To 11 upgrades are especially helpful when pummeling an enemy after tackling it to the ground, since some of the tougher enemies like Clown Forgotten and Fish Folk can survive the shorter combinations.

UPGRADE	THE TENDERIZER	WINDMILL	FACE MELTER	MORE CUSHION FOR PUSHIN'	TO 11
DESCRIPTION	A fast barrage of punches.	Spinning attack that clears away enemies.	Enables Rick to perform Barrage Punches until the enemy dies.	Extends fast attack combos.	Extends fast attack combos further.
COST	500	1000	3000	8000	10,000
REQUIREMENTS	-	-	Purchase The Tenderizer attack.	Purchase the Windmill attack.	Purchase the More Cushion for Pushin' attack.

HEAVY ATTACKS

Heavy Attacks are crucial for battling against the numerous mini-bosses that Rick encounters later in his journey to save Jennifer. Heavy Attacks are performed by charging the Directional Attack button. These upgrades make it possible to chain together repeat heavy attacks or link directly into them from other attacks. Heavy attacks do have one interesting property—they can be aimed. Charge the Directional Attack button and use the movement controls to highlight an enemy in a yellow outline to target them. Additionally, charged attacks like these can damage Demon Fire Forgotten without injuring Rick. Purchase the Your Face, My Fist upgrade early on, then acquire the others as dictated by your personal playing style. Consult the moves lists below to see which attacks require the prerequisite upgrades.

UPGRADE	UPPERCUT OVERDRIVE	YOUR FACE, MY FIST	T-N-T	A-BOMB	GAMMA BOMB
DESCRIPTION	Charge Rick's upward punch (can be aimed).	Charge Rick's straight punch (can be aimed).	Slam Attack Upgrade 1.	A powerful follow-up attack to the Heavy Slam.	Slam Attack Upgrade 2.
COST	500	1000	3000	8000	12,000
REQUIREMENTS	-	-	-	-	Purchase T-N-T upgrade.

GRAB

Whether or not you incorporate grab attacks into your battles depends entirely on your own personal style. Each of these upgrades certainly adds an entertaining and tactical element to combat, but they are not nearly as critical as some of the other upgrades that you should consider purchasing first. Note that you do not need any of these upgrades to grab and throw enemies; these upgrades make it possible to use the grabbed enemy as a weapon. Crowd Surf and Tear You To Pieces are very useful, especially in crowded rooms where a mix of Forgotten and Ghosts are present. You may want to save most of these particular upgrades for purchase during either your second play through of Story Mode or with the BLOOD Points earned from Survival Arena.

UPGRADE	CROWD SURF	ONE FOR THE ROAD	TEAR YOU TO PIECES	CAROUSEL OF DOOM	MEAT SHOT
DESCRIPTION	Grab enemies and swing them around to hit other enemies.	Grab enemies instantly while performing combos.	Grab and pull off an enemy's limbs to use as weapons.	Substantially increases the power of Rick's Kick Attack.	Use grabbed enemies as a deadly projectile.
COST	1000	3000	6000	9000	12,000
REQUIREMENTS	-	-	-	Purchase the Crowd Surf upgrade.	-

SPRINT/ROLL

It can be argued that the Ram upgrade is one of the most important upgrades that you can purchase outside of increasing the size of the Health and Necro Meters. There are numerous times when Ram (or Psycho Ram) is the only safe attack that Rick has against hordes of clawed enemies, especially in Survival Arena or when facing a Demon Homini in tight quarters. Be sure to purchase the Unstoppa-bull upgrade no later than Phase Seven, since the quantity of mini-bosses and degree of difficulty of the side-scrolling sections make the invincible roll a huge advantage. Tackle Pack and The Gore Factory are both useful upgrades, but only if your personal style of play leans towards grappling.

UPGRADE	RAM	TACKLE PACK	THE GORE FACTORY	UNSTOPPA-BULL	PSYCHO RAM
DESCRIPTION	Charge and aim Rick's shoulder Ram.	Tackle and pummel enemies.	Roll forward and attack enemies.	Makes Rick invincible while rolling.	Increases the power and duration of the Ram.
COST	1000	2000	3000	5000	10,000
REQUIREMENTS	-	-	Purchase the Tackle Pack attack.	-	Purchase the Ram attack.

SLASH

The Splatter Slash ability is unlocked at the end of Phase Four. This ability allows Rick to perform a one-off Mask Attack that slices through enemies with lengthy bone appendages that extend from his arms. There is a good chance that Splatter Slash will become one of your most relied-upon attacks, particularly from Phase Six and beyond, and especially in Survival Arena. Activating a Splatter Slash consumes a single block of the Necro Meter to perform a devastating attack, and Rick also regains a small amount of health. You should probably purchase both Splatter Slash damage upgrades (and the Splatter Smash upgrades as well) before you begin experimenting with Splatter Jump Slash and Splatter Shredder.

UPGRADE	SPLATTER SLASH	SPLATTER JUMP SLASH	SPLATTER SLASH UPGRADE 1	SPLATTER SHREDDER	SPLATTER SLASH UPGRADE 2
DESCRIPTION	Mask Attack that slashes and slices enemies.	Mask Attack that slashes and slices enemies during jumps.	Increases the reach of Rick's Splatter Slash.	Obliterate enemies with this running Mask Attack.	Further increases the reach of Rick's Splatter Slash.
COST	-	3000	6000	9,000	12,000
REQUIREMENTS	Unlocked upon completion of Phase Four.	Unlocked upon completion of Phase Four.	Unlocked upon completion of Phase Four.	Unlocked upon completion of Phase Four.	Purchase Splatter Slash Upgrade 1.

SMASH

Splatter Smash is the directional counterpart to the Splatter Slash attack and is unlocked at the end of Phase Six. Perform a Splatter Smash attack near a group of enemies and watch as Rick slams the ground and an extensive array of bones rise up and deliver tremendous damage. Splatter Smash is useful because it can be aimed with the movement controls and is somewhat more forgiving where aim is concerned. The Splatter Slash requires Rick to be directly in front of the enemies he's targeting, but it's possible to hold the Directional Attack button while charging a Splatter Smash and aim to the side. You may want to purchase both Splatter Smash upgrades before you start experimenting with Splatter Jump Slam and Splatter Ram.

UPGRADE	SPLATTER SMASH	SPLATTER JUMP SLAM	SPLATTER SMASH UPGRADE 1	SPLATTER RAM	SPLATTER SMASH UPGRADE 2
DESCRIPTION	Charge and aim the directional Mask Attack.	Deadly spikes erupt from the ground with this deadly Mask Attack.	Increases the length and width of the Splatter Smash.	Charge and aim the Ram Mask Attack.	Maximizes the length and width of the Splatter Smash.
COST	-	3000	6000	9,000	12,000
REQUIREMENTS	Unlocked upon completion of Phase Six.	Unlocked upon completion of Phase Six.	Unlocked upon completion of Phase Six.	Unlocked upon completion of Phase Six.	Purchase Splatter Slam Upgrade 1.

HEALTH

Rick begins his battle with enough offensive abilities to fend off most foes, but he certainly lacks health. And although the automatically-equipped Splatter Siphon ability makes it possible to drain health from nearby enemies, this is still not enough, particularly on Savage or Brutal difficulty. Purchasing a health upgrade expands the size of Rick's health meter and should be the very first upgrade that you acquire. You may even want to save up for two health upgrades right from the start. The Splatter Siphon Radius Increase is a costly upgrade, but a necessary one. This upgrade is available from the start and makes it possible to siphon health from enemies a bit further away. If you choose this upgrade, you can load up on health without snuggling up too close to enemies.

UPGRADE	SPLATTER SIPHON	HEALTH +25%	HEALTH +25%	HEALTH +50%	SPLATTER SIPHON UPGRADE
DESCRIPTION	Siphon blood from enemies to regenerate health.	Adds one segment to Rick's health meter.	Adds one segment to Rick's health meter.	Adds two segments to Rick's health meter.	Increases radius of Splatter Siphon.
COST	-	1000	4000	8000	10,000
REQUIREMENTS	Active at start of game.	-	Purchase the first Health +25% upgrade.	Purchase the second Health +25% upgrade.	-

MASK

Mask upgrades are among the most important ones to purchase during the first half of Story Mode, particularly the Necro Bar upgrades and initial Berserker Radial Combo. Berserker Mode requires three full Necro Bars to activate, but more is better. Rick is completely invincible to attacks in Berserker Mode and activating it fills his Health Meter. A maximum Necro Meter with six bars can sustain Berserker Mode for over twenty seconds! Berserker Mode is an exceptional way to slice and smash through hordes of enemies, boss creatures, and the gangs of mini-bosses that pervade Survival Arena.

UPGRADE	BERSERKER!	NECRO BAR +1	BERSERKER RADIAL COMBO	NECRO BAR +2	BERSERK DIRECTIONAL COMBO
DESCRIPTION	Unlocks Berserker Mode. During Berserker, you earn extra BLOOD.	Adds one segment to the Mask's Necro Meter.	Extends Bladed Berserk attack combo.	Adds two segments to the Mask's Necro Meter.	Extends Heavy Berserk attack combo.
COST	-	4000	8000	10,000	11,000
REQUIREMENTS	Unlocks during Phase Two boss battle.	Unlocks upon completion of Phase Two.	Unlocks upon completion of Phase Two.	Purchase Necro Bar +1 upgrade.	Unlocks upon completion of Phase Two.

WEAPONS

Each of these upgrades increase Rick's effectiveness with weapons, but only the Weaponized Grab counts as a new attack (this is one you should acquire sooner rather than later given the additional BLOOD Points it yields). The weapon durability increases are especially valuable when battling boss enemies and hordes of enraged Corrupted that may otherwise surround you. Each of these upgrades is initially unlocked and can be acquired in any order, but there's no reason to save up for the Rapid Fire Shotgun upgrade until you encounter your first shotgun during Phase Four. Even then, it's not nearly as important in Story Mode as it is in Survival Arena. However, Weaponized Grab is an absolutely critical upgrade that should be purchased early on.

UPGRADE	WEAPONIZED GRAB	WEAPON DURABILITY +25%	POWER HEAD THROW	WEAPON DURABILITY +25%	RAPID FIRE SHOTGUN
DESCRIPTION	Grab enemies while holding a weapon. This move earns extra BLOOD points.	Increase the durability of weapons by 25%.	Substantially increases the strength of Rick's Head Throw attack.	Increase the durability of weapons by 25%.	Enables rapid-fire shotgun attacks.
COST	1000	3000	4000	8000	10,000
REQUIREMENTS	-	-	-	Purchase the first Weapon Durability +25% upgrade.	-

BAREHAND ATTACKS

SCENT OF FLESH

Xbox 360: X, X, X

PS3: □, □, □



This three strike combo delivers a hefty right-hand punch, followed by a backhand strike, and culminates with a straight-arm jab. It is ideal for delivering quick damage to one or two enemies directly in front of Rick. It isn't overly powerful, but Rick can utilize this combo without purchasing any upgrades. It is easy to perform.

THE TENDERIZER

REQUIRES "THE TENDERIZER" TO BE UNLOCKED.

Xbox 360: Rapid X

PS3: Rapid □



This attack is your basic fast punch combination, perfect for pummeling any line of enemies standing between Rick and his destination. Continue rapidly tapping the Radial Attack button to make Rick unleash a flurry of left and right punches, hooks, and overhand blasts capable of pulverizing any foe stupid enough to stand in his way. This combination doesn't include any spinning attacks, so only use it when all of Rick's threats are straight ahead.

WINDMILL

REQUIRES "WINDMILL" TO BE UNLOCKED.

Xbox 360: X, X, X, X

PS3: □, □, □, □



This attack adds a fourth blow to The Tenderizer combination, but also works in a spinning, leaping overhand punch with a vicious backhand slap. This is a really tough combination for enemies to walk away from. Even though it won't knock astray any foes coming up behind Rick, or attacking on his side, this attack delivers a wicked beat down to any singular foe standing in front of him.

MORE CUSHION FOR PUSHIN'

REQUIRES "MORE CUSHION FOR PUSHIN'" TO BE UNLOCKED.

Xbox 360: X, X, X

PS3: □, □, □



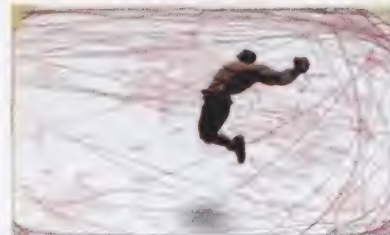
This three strike combo is an upgrade over the standard Scent of Flesh attack and uses the same three-button combination. This combination features two massive right-hand punches performed while spinning in place, followed by a hard-hitting left-hand jab. This attack is useful when Rick is attacked by two enemies, one from each side. The first two strikes are aimed in the direction Rick is initially facing, then the third strikes out in the opposite direction against any foe sneaking up from behind him.

TO 11

REQUIRES "TO 11" TO BE UNLOCKED.

Xbox 360: X, X, X

PS3: □, □, □



This combo is the most devastating of three-strike radial attacks and replaces "More Cushion for Pushin'". This combination begins with a double-fisted forward punch, followed by a right-hand backhand in the same direction. Rick then leaps into the air and comes down with a powerful overhand blow, aimed at the same spot. This combination is useful against one or two enemies standing in front of Rick, since all three attacks are directed in roughly the same direction, however, his spinning backhand will likely hit enemies to the side as well. There aren't too many foes that can survive this combination's finale.

THRASH YOU UP

Xbox 360: X, Hold Y

PS3: □, Hold △



This attack links a right-hand jab with a spinning, leaping uppercut to deliver a devastating one-two combination to a single enemy. Throw the jab and immediately charge the uppercut to make Rick follow through the jab into a 360-degree spinning, leaping uppercut. Both Rick and the targeted enemy will be lifted off the ground, but Rick will be the only one in good shape when they come down.

NO HEAD ROOM

REQUIRES "UPPERCUT OVERDRIVE" TO BE UNLOCKED.

Xbox 360: X, Hold Y

PS3: □, Hold △



This two-strike combination is an upgrade of Thrash You Up and is perfect for use against isolated enemies that don't possess a ton of durability. Deliver a swift straight-arm jab, then charge a left-hand uppercut to send them flying skyward. This attack not only delivers a ton of damage, but it also clears the area for Rick to turn and focus on other enemies. Don't be surprised if Rick's uppercut knocks the enemy's head clean off!

MEAT SACK SLAM

REQUIRES "ONE FOR THE ROAD" TO BE UNLOCKED.

Xbox 360: X, B

PS3: □, ○



You ever want to just grab an enemy and slam it into the ground as hard as you can? This is the combo for you! Face an enemy and throw a quick straight-arm jab—immediately grab the enemy, turn, and slam it to the ground on the other side. Be quick with the button taps to perform the Meat Sack Slam in one swift motion. This is great for use against lesser enemies that can be easily picked up and tossed.

DEMON DUNK

REQUIRES "ONE FOR THE ROAD" TO BE UNLOCKED.

Xbox 360: X, X, B

PS3: □, □, ○



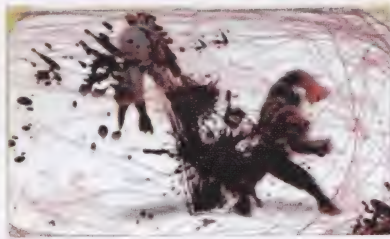
This combination adds an extra blow to the Meat Sack Slam attack. Demon Dunk begins with a right cross, which is followed with a backhanded fist. Rick then grabs the enemy with two hands, leaps and turns mid-air and slams the enemy down with a one-handed over-the-shoulder throw. This entire combination is designed to be used against a single enemy. Rick spins in place to perform the backhand strike, but he doesn't actually change directions until he is airborne with the enemy.

DEVIL'S SYMPHONY

REQUIRES "ONE FOR THE ROAD" AND "UPPERCUT OVERDRIVE" TO BE UNLOCKED.

Xbox 360: X, Hold Y, Press B

PS3: □, Hold △, Press ○



The Devil's Symphony is one of the most brutal barehanded combinations that Rick can perform. It begins with a simple punch, followed by a ruinous uppercut that sends an enemy hurtling skyward. If you perform the combo correctly, Rick grabs hold of the enemy by its legs and slams it back and forth over his head into the ground—not once but twice! This combination is certain to squeeze every last drop of blood out of all but the toughest of opponents! Not for the squeamish!

SCENT OF DEATH

REQUIRES "YOUR FACE, MY FIST" TO BE UNLOCKED.

Xbox 360: Y, Y, Y

PS3: △, △, △



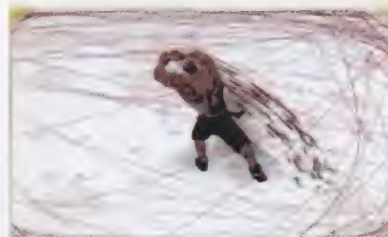
Aim this directional attack combination at an enemy directly ahead to deliver a crushing sequence of attacks starting with a vicious overhand punch, followed by a darting left jab. Rick finishes the combo with a double-fisted overhead pound attack that is guaranteed to crumble bones and rupture organs. The final overhead attack in this combo can be used to inflict damage on multiple enemies that are tightly spaced, but it's still best against a single, larger foe because of the time it takes to perform.

DOUBLE FISTING

REQUIRES "YOUR FACE, MY FIST" TO BE UNLOCKED.

Xbox 360: Y, Y, Y, X, Y, Y

PS3: △, △, △, □, △, △

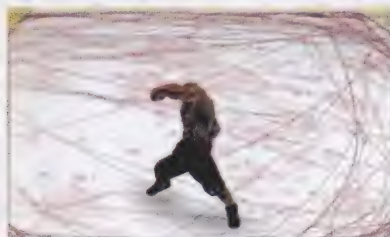


This lengthy combination is best suited for times when Rick finds himself set loose in what seems like a mosh pit of hell spawn. The attack starts out with the Scent of Death triple combo, but then builds on it with a flurry of leaping, spinning, two-fisted attacks. The second half of the combo sends Rick into the air to deliver a double-fisted straight punch, before immediately bringing those fists back to deliver an upwards blow as he leaps up and finishes the combo with yet another two-handed pound attack. This attack excels against multiple enemies, provided they're not closing in from all directions. The basis of the attack lies in directional attacks, so you probably only want to use this attack when a group of enemies are directly ahead.

INFECTED HAMMER

Xbox 360: Hold Y

PS3: Hold △



Got an enemy you just want to pound into oblivion? Charge up this leaping downward strike until Rick's fist starts to glow and watch as he jumps into the air and delivers an earth-shattering punch. Infected Hammer not only delivers a crushing blow to whatever is unlucky enough to be caught beneath it, but the impact is so severe that nearby enemies are often knocked askew and suffer some splash damage. This attack is available right from the start, so don't delay—spread the infection today!

TWISTED HAMMER

Xbox 360: Hold Y, Hold Y

PS3: Hold △, Hold △



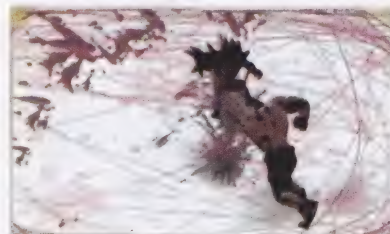
Twisted Hammer strings together two Infected Hammer attacks to pulverize enemies on either side. Charge up the leaping downward strike to hit the first enemy and immediately charge a follow-up while Rick is in the air. He'll deliver the first punch and quickly turn to connect with a similar leaping punch in the opposite direction. This is a very powerful attack, given the slight shockwave damage each punch causes. Unleash Twisted Hammer whenever you have an enemy on each side, or if there is a small group of enemies moving in to surround you.

YOUR FACE, MY FIST

REQUIRES "YOUR FACE, MY FIST" TO BE UNLOCKED.

Xbox 360: Y, Hold Y

PS3: △, Hold △



Got a couple enemies at different distances just ahead? If so, you should introduce their face to Rick's fist with this dual-range attack. The first punch is a quick overhand blow, perfect for smashing shorter nearby enemies. Charge the follow-up attack so Rick can rear back with his left hand and ready a lunging blast that is sure to send the farther enemy flying into nearby walls or spikes. The second strike works well against enemies a couple of steps away, but don't expect Rick to go running across the room to land the punch. Your Face, My Fist has decent range, but don't confuse it with a Ram attack.

BRING THE HAMMER DOWN

Xbox 360: Y, Y, Hold Y

PS3: △, △, Hold △



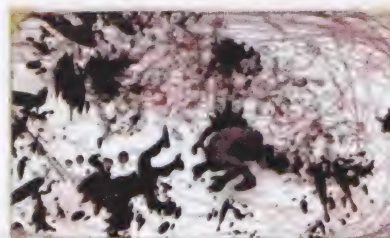
This powerful combo consists of a quick right-hand overhand punch followed by a staggering left jab. Charge the third link in the chain during the jab to finish off the attack with a powerful two-fisted overhead ground pound. There aren't many enemies that can survive this excruciating combo, but you should pick your spots with it wisely. Don't use this combo when surrounded or when there are ranged enemies in the area. Bring the Hammer Down takes a bit of time to perform and is uni-directional, meaning that Rick's backside is vulnerable to attack during the combo.

CROWD SURF

REQUIRES "CROWD SURF" TO BE UNLOCKED.

Xbox 360: B, X

PS3: ○, □

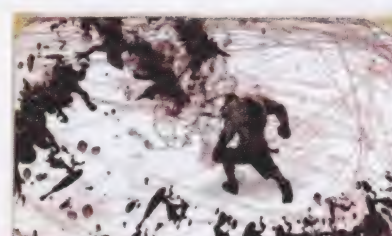


Got a room full of pint-sized miscreants giving you grief? Grab the nearest one by the legs and swing it around in a circle to knock the others out of the way. Rick finishes this rather messy attack by slamming the creep down onto the ground. This is a great way to quickly knock enemies into spikes or off ledges and into walls. It's also a fantastic way to buy a little alone time when things get too crowded.

MEAT SHOT

Xbox 360: B, Y

PS3: ○, △



The Meat Shot is similar to Crowd Surf, but it gives Rick a chance to take a nearby enemy and use it against a group of foes slightly farther away. Face a nearby smaller enemy and grab hold of it. Rick will knock it to the ground to daze it, and then hold it up so you can aim it at other foes. He'll then kick the creature and send it hurtling through the air into the other enemies, knocking them aside like so many blood-filled bowling pins. Perform the button taps quickly, so you can take your time aiming during the brief moment of slow motion.

CALL TO ARMS

REQUIRES "TEAR YOU TO PIECES" TO BE UNLOCKED.

Xbox 360: B, B

PS3: ○, ○



Got a lone enemy you want to watch bleed out? Perform this quick combination to do just that and gain a melee weapon in the process! Call to Arms makes Rick grab a nearby enemy, slam it to the ground to daze it, then rip its arm off. This not only earns a wealth of BLOOD Points, but Rick can use the cretin's bloody arm to smack other nearby enemies around!

STRETCHIN' NECKS

REQUIRES "TEAR YOU TO PIECES" TO BE UNLOCKED.

Xbox 360: B, Hold B

PS3: ○, Hold ○



Prefer to toss a head than to swing an arm? If so, Stretchin' Necks is that attack for you! This combo lifts an enemy up into the air, then smacks it down to the ground to daze it. Rick then leaps on top of it, grabs its head with two hands and pulls—really hard! Rick's strength rips the enemy's head clean off, leaving it to bleed out onto the floor. He can then use the head as a projectile and throw it at the next enemy he sees. If it wasn't already obvious, Rick's victims don't usually get up after being hit with the Stretchin' Necks attack.

PIMP HAND STRONG

Xbox 360: +

PS3: +



Got an enemy across the room giving you the stink eye? Take a run at him and spin around to backhand the snot out of him. The Pimp Hand Strong attack is a great way to run down an opponent and blast it backwards before it has the chance to ready an attack of its own. Best of all, the Pimp Hand Strong attack is a spinning backhand attack that can be used to knock multiple enemies aside with a single strike!

RAM

REQUIRES "RAM" TO BE UNLOCKED.

Xbox 360: +

PS3: +



Got a line of enemies coming at you in a narrow corridor? If so, use the Ram attack to lower your shoulder and send them reeling. Start sprinting towards the enemies and ready the Ram attack to send Rick charging straight through the lot of them. The enemies bounce off his lowered shoulder, stunned from the blow. Turn around and finish them off!

PSYCHO RAM

REQUIRES "RAM" TO BE UNLOCKED.

Xbox 360: + Hold

PS3: + Hold



Psycho Ram is the natural progression of the Ram attack, since it makes it possible to aim Rick at the start of his sprint and unleash him like a caged bull tied to a rocket! Psycho Ram's big benefit is the ability to aim Rick with greater precision before sending him into the fray, but this attack also inflicts greater damage and sends enemies flying farther away. Enemies knocked aside by Rick's rampaging bulk are likely to splatter against walls for additional damage.

CHUBBY CHASER

REQUIRES "TACKLE PACK" TO BE UNLOCKED.

Xbox 360: **RT** + **B**

PS3: **R2** + **○**



Chubby Chaser is the basis of the tackle attacks that allow Rick to get on top of an enemy and deliver a subsequent beating. This attack sends Rick running towards a single enemy, knocking it over with his shoulder, then he leaps atop it. Chubby Chaser is different from the Ram attacks because it puts Rick in perfect position to transition directly into additional attacks while he kneels over his foe, inches from the face he's about to pulverize. Link this with Ground and Pound for a brutal combo!

GROUND AND POUND

REQUIRES "TACKLE PACK" TO BE UNLOCKED.

Xbox 360: (While in Tackle) **X**, **X**, **X**

PS3: (While in Tackle) **□**, **□**, **□**



Perform the Chubby Chaser to knock an enemy down and land on top of it in the tackle position. Rick can unleash a flurry of devastating right and left crosses from this position—guaranteeing to turn just about any foe into a pile of hamburger. Ground and Pound requires only three subsequent button presses, but Rick will hit his foe repeatedly, three times with each right and left fist. This is a deadly attack, but it is not recommended for use in crowded situations because it is completely vulnerable to sucker punches from adjacent enemies.

RANCID TANTRUM

Xbox 360: (While in Tackle) Press or Hold **Y** Repeatedly

PS3: (While in Tackle) Press or Hold **△** Repeatedly



This attack is similar to Ground and Pound, but Rick uses both fists simultaneously to deliver twin bone-shattering overhand blows. Perform the Chubby Chaser on an isolated enemy to knock it down and get into tackle position, then unload on it with Rancid Tantrum. Rick's ability to pin an enemy beneath him and deliver this level of punishment is almost unfair. *Almost.*

BEAR-TISTA

REQUIRES "TACKLE PACK" TO BE UNLOCKED.

Xbox 360: (While in Tackle) Press or Hold **B** Repeatedly

PS3: (While in Tackle) Press or Hold **○** Repeatedly



Bear-tista is a one-hit attack that follows the Chubby Chaser tackle maneuver. Pin an enemy down with the tackle and perform Bear-tista to grab the enemy by the head and slam it backwards against the ground. This may not sound as effective as the Ground and Pound or Rancid Tantrum, but it is. The force at which Rick can crush an enemy's head against the ground is both stupendous and horrifying. Don't overlook this attack.

KILLER BEEZ

Xbox 360: **A**, **X**

PS3: **X**, **□**



This simple attack is little more than a leaping punch, but it is quite effective against isolated enemies early in the game. Rick has a surprisingly high leaping ability and can really rear back and unload with this vicious left-hand punch. Target taller, individual or leaping/flying enemies with this attack, since Rick is prone to punching over smaller foes to deliver a glancing blow instead.

STAGE DIVE

Xbox 360: **A**, **Y**

PS3: **X**, **△**



Stage Dive is similar to the Killer Beez attack, but it is useful against grounded enemies of all sizes. Rick leaps into the air and uses his right fist as a club to squash an enemy below him. Unlike Killer Beez, this attack can be used against smaller enemies because the point of impact is actually at the ground, and not in the air. Rick's surprisingly good leaping ability combines with his incredible strength in this attack to crush foes with a single blow.

PIT CLEARER

Xbox 360: **A**, Hold **Y**

PS3: **X**, Hold **△**



Pit Clearer is the enhanced, charged-up version of Stage Dive. Why leap into the air and throw a downward punch when you can charge a ground cracking strike that is capable of crushing the skull of whatever it hits? Charge the punch mid-flight and watch as all nearby enemies are knocked off their feet by the forceful impact. Employ this attack when a particularly troublesome foe is attacking in concert with some lesser enemies. Target the main baddie and deal splash damage to the surrounding foes.

SICK SNARE FILL

REQUIRES "THE GORE FACTORY" AND "TACKLE PACK" TO BE UNLOCKED.

Xbox 360: **RB**, then **Left Stick-Forward** + **X**

PS3: **△**, then **Left Stick-Forward** + **○**



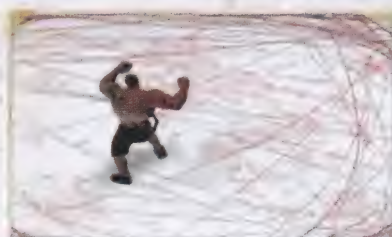
This attack combines Rick's ability to perform a forward somersault with the Pimp Hand Strong attack. Tap the Dodge button to make Rick roll towards an enemy. Then, push forward on the controls while tapping the Radial Attack button to make him exit the roll directly into a backhand punch. This attack utilizes the upgrade that makes Rick invincible during a roll and makes it possible to roll past nearby enemies to land a backhanded strike on one farther away. This is a strong maneuver tactically, because it always pays to target isolated enemies. Escape the angry horde with the roll and attack the loner!

ROLL SUPER PUNCH

REQUIRES "THE GORE FACTORY" AND "TACKLE PACK" TO BE UNLOCKED.

Xbox 360: **RB**, then **Left Stick-Forward** + **Y**

PS3: **△**, then **Left Stick-Forward** + **△**



Similar to Sick Snare Fill, this attack uses Rick's ability to quickly close on an enemy's position by rolling to gain an advantage. Use the forward roll to avoid other attacking foes and send a powerful right-handed punch to the face of a foe several steps away. This attack inflicts slightly more damage than Sick Snare Fill's backhanded strike, but it also requires more precision aim. Be sure to line Rick up with the targeted foe before initiating the roll.

ROLL CHARGED SUPER PUNCH

REQUIRES "THE GORE FACTORY" AND "TACKLE PACK" TO BE UNLOCKED.

Xbox 360: **RB**, then **←**-Forward + Hold **Y**

PS3: **□**, then **←**-Forward + Hold **△**



Pick out an enemy several steps away and initiate a roll in its direction. Charge up this punch during the roll to make Rick exit his somersault and ready a devastating right-hand blast. This attack takes a little longer to perform than the Roll Super Punch, but it inflicts much more damage and is great for battles against individual enemies.

LOW B TUNING

REQUIRES "THE GORE FACTORY" AND "TACKLE PACK" TO BE UNLOCKED.

Xbox 360: **RB**, then **←**-Forward, Press **B**

PS3: **□**, then **←**-Forward, Press **○**



Low B Tuning is the rolling equivalent of the Chubby Chaser attack. Aim Rick at an individual enemy, roll towards it and press the Grab button to have him dive out of the roll and tackle the enemy. The benefit to this attack versus the Chubby Chaser is that, with the proper upgrade, Rick is immune to other attacks while rolling. However, it's not wise to tackle an enemy when other threats are in the vicinity.

WEAPON ATTACKS

BATTER UP

Xbox 360: X, X

PS3: □, □



Use this quick two-swing attack with a spiked 2x4 for maximum effectiveness! Tap the Radial Attack button twice quickly to show off Rick's switch-hitting ability. He'll swing once from the right and immediately bring the club back around from the left. Use this attack against groups of enemies to knock them into walls, or to just clear a little extra space. This attack also works well against individual enemies, provided you land both swings.

CHIN MUSIC

Xbox 360: X, Y

PS3: □, △

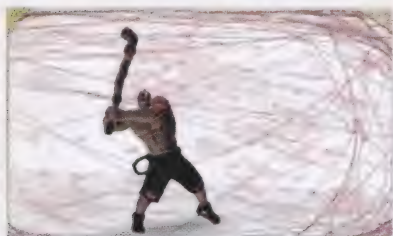


Chin Music is similar to Batter Up, but it allows Rick to carry his momentum from the initial swing all the way around into a powerful right-handed uppercut. The first swing knocks enemies aside while the subsequent uppercut can be used to knock a larger enemy off its feet. Employ the Chin Music attack against less numerous, but stronger foes. This attack focuses the weapon against a single enemy and minimizes the damage to the weapon from lesser foes.

GRAND SLAM

Xbox 360: **X**, Hold **Y**

PS3: **□**, Hold **△**



Like Chin Music, the Grand Slam attack is best performed with a spiked 2x4 or metal pipe against just one or two enemies. This attack begins with a standard right-stance swing of the club, then leads into a right-handed uppercut swing. The difference between this attack and Chin Music is that Rick pauses during the follow through to charge up the uppercut swing, thus delivering even more damage! Rick is vulnerable to attack during the follow through, so avoid using this attack in crowded situations.

SALT SHAKER

Xbox 360: **Y**, **Y**

PS3: **△**, **△**



Got a bunch of pint-sized cretins scurrying around trying to claw you to pieces? Grab a spiked 2x4 and smash the lot of them with the Salt Shaker attack! Rick grabs the club with two hands and brings it down with all of his might in an overhead swing. He quickly lifts it back with his right and slams it down again, slightly to the right of the club's initial impact zone. The Salt Shaker isn't advised for instances where Rick is surrounded, but it's great for dealing with a couple of enemies directly in front.

SKULL CRUSHER

Xbox 360: Hold **Y**

PS3: Hold **△**



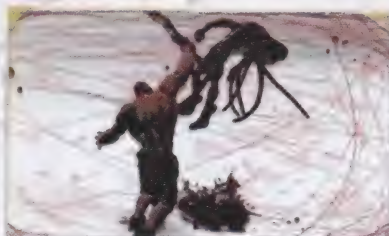
You'll be hard-pressed to find a single attack that can deliver as much blunt-force trauma as the Skull Crusher. Charge up this devastating overhead swing with a spiked 2x4 to deliver insane levels of damage to a single enemy. Rick needs some time to charge this attack, so take care to clear away any foes that might sneak up from the sides or behind before using it. This attack absorbs more of the weapon's durability, so save it for special enemies that require greater force.

CORPSE PINATA

REQUIRES "WEAPONIZED GRAB" TO BE UNLOCKED.

Xbox 360: **B**

PS3: **○**



Got a club in one hand and an enemy you'd like to use it on? Reach out and grab hold of the creature and use the club to fling it on the ground, then bring the club back down to smash it to pieces. This grab-and-swing attack can bludgeon smaller foes with ease and deliver considerable damage to larger ones as well, provided Rick can grab them.

HITS TO THE DOME

Xbox 360: **RT + X**

PS3: **R2 + ○**



Hits to the Dome is the weaponized version of Pimp Hand Strong. Sprint towards an enemy (or group of tightly-spaced enemies) and press the Radial Attack button to whip the spiked 2x4 around in a spinning backswing. This attack delivers substantial damage and knocks enemies backwards. It's an effective attack against large numbers of lesser enemies—hit them with it before they can scatter and surround Rick.

SUPER LAUNCH

Xbox 360: **RT + Y**

PS3: **R2 + △**



Sprint towards an enemy and unleash a one-handed uppercut swing with a spiked 2x4. This attack delivers moderate damage, but it also knocks the enemy skyward. Use the time that the enemy is airborne (and after it lands and is dazed) to attack other nearby enemies, or to ready a follow-up attack. Consider chasing down a foe and launching them into a subsequent Salt Shaker attack!

SURPRISE, YOU'RE DEAD

Xbox 360: **RT** + Hold **Y**

PS3: **R2** + Hold **△**



Put the spiked 2x4 to use against a far off enemy by sprinting towards it and unleashing this catastrophic attack. Rick pauses just long enough at the end of the run to charge an uppercut swing that won't just send the enemy skyward, but also disembowels it before it even hits the ground! This is a one-hit swing that deals instant death to lesser foes and substantial damage to all but the heartiest of enemies.

SWINGING FOR THE FENCES

Xbox 360: **A** Then **X**

PS3: **X** Then **△**



There's no reason for Rick not to use his jumping ability when he is carrying a weapon. This attack lets him unleash a powerful one-handed club swing while in the air. Leaping gives him extra time and momentum to ready this powerful right-handed swing. Use this attack to clobber taller enemies standing in front of Rick. The club swing can hit multiple enemies since it's a radial attack.

OLDBOY'S HAMMER

Xbox 360: **A** Then **Y**

PS3: **X** Then **△**



Oldboy's Hammer is another brutal leaping attack that makes excellent use of the spiked 2x4. Leap into the air, charge the Directional Attack button, and watch as Rick unleashes an otherworldly, dual-overhead swing! This attack is certain to pulverize the heads, necks, and shoulders of any enemy it makes contact with.

OLDBOY'S REVENGE

Xbox 360: **A** Then Hold **Y**

PS3: **X** Then Hold **△**



Oldboy's Revenge is the charged version of Oldboy's Hammer. It takes a moment longer to perform, but the payoff is worth it. This charged leaping overhead strike delivers brutal damage to any enemy directly hit by the club, but it also delivers area of effect damage to foes in the immediate vicinity.

SURPRISE VASECTOMY

Xbox 360: **RB**, then **Left**-Forward + **X**

PS3: **□**, then **Left**-Forward + **△**



This attack is essentially the weaponized version of the Sick Snare Fill attack. Grab a spiked 2x4 or other blunt instrument (arms work well) and take a rolling start towards an enemy. Direct Rick at a foe of interest and press the Radial Attack button to make him perform a spinning backhanded swing when he exits the roll. This attack is good for closing in on multiple enemies several feet away before they can scatter—hitting them with the club will probably send them flying into walls!

DONKEY PUNCH

Xbox 360: **RB**, then **Left**-Forward + **Y**

PS3: **□**, then **Left**-Forward + **△**



Even blunt weapons can be used for jab attacks and the Donkey Punch attack is living proof of this. Target an individual enemy in the distance and roll towards it. Press the Directional Attack button while directing Rick towards the foe to make him exit the roll and lunge forward with the club outstretched like a rapier. The club may lack a pointy end, but it becomes an oak-solid extension of Rick's fist and deals some traumatic damage.

SUPER DONKEY PUNCH

Xbox 360: **RB**, then **L**-Forward + Hold **Y**

PS3: **R2**, then **L**-Forward + Hold **△**



Super Donkey Punch is a charged-up version of Donkey Punch. Used with a club or other blunt weapon, this attack allows Rick to somersault towards his enemy and thrust a charged jab straight towards the foe. This attack takes a little more time to execute, due to the brief hesitation while Rick charges the attack coming out of the roll, but the damage is worth it. Super Donkey Punch is an excellent attack to use against individual enemies in side-scrolling portions of the mansion, where it's easier to ensure you're properly lined up with the target.

HACK AND SLASH

Xbox 360: **X**, **X**, **X**

PS3: **□**, **□**, **□**



Hack and Slash is exactly the type of attack you might expect a blood-loving guy like Rick to perform once equipped with a cleaver or other sharp weapon. This attack consists of three quick swings of the weapon. The first is a forehand slash (weapon in Rick's right hand) and is quickly followed by a backhand slash in the opposite direction. Rick then rotates his shoulder after the backhand slash to deliver an elongated backhand hack. Each of these swings is capable of hitting a multitude of enemies standing to the side and in front of our mask-wearing protagonist.

JENNY HANA

Xbox 360: **Y**, **Y**

PS3: **△**, **△**



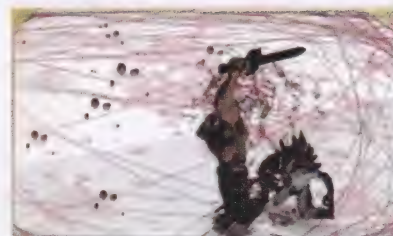
Jenny Hana is a blade-based attack that only takes two taps of the Directional Attack button to perform, but enables Rick to string together three quick movements. He'll first swing the cleaver down with a right-hand overhead swing and then quickly-leap up and perform a second, slightly more powerful, overhead attack. This move culminates with a lunging jab attack, again with the cleaver. Use Jenny Hana against individual opponents or when two enemies are in close proximity to one another and none are sneaking up from behind.

FIELD DRESSING

REQUIRES "WEAPONIZED GRAB" TO BE UNLOCKED.

Xbox 360: B

PS3: ○



Perform this attack when Rick has a sword in hand. Grab hold of a smaller enemy and watch as Rick thrusts the weapon upwards twice into the creature's stomach. Rick then throws the enemy to the ground and brings the pointy-end of the weapon down in a stab, straight through its head. This attack yields a fountain of BLOOD Points, but is best performed against isolated enemies—when there aren't any others around to sneak up and attack.

SCISSOR RUN

Xbox 360: RT + X

PS3: R2 + □



Scissor Run is the sword-wielding variant of Pimp Hand Strong and is a great way to quickly decapitate an enemy several feet away. Sprint towards the target and press the Radial Attack button to make Rick quickly spin and slash in a backhand motion with the sword. This attack can also work wonders against a group of closely huddled enemies. And the best thing about it, compared to Pimp Hand Strong, is that the sword effectively extends Rick's reach and grants you a far better attack radius!

ENTRAIL BLAZER

Xbox 360: RT + Y

PS3: R2 + △



Don't feel like slashing horizontally through an enemy and prefer the torso-splitting wonder of a vertical cut? If so, then the Entrail Blazer is for you. Grab a sword and take off running towards a single enemy. Press the Directional Attack button mid-stride to make Rick ready an uppercut sword slash right through the most tender of body parts. Rick's strength combined with the sword's sharpness allows him to continue the cut upwards into the torso and all but leave the enemy in two. The vertical nature of this attack is best-suited for individual, taller foes. Use the Scissor Run if you are facing a group of enemies.

DEMASCULINATOR

Xbox 360: **RT** + Hold **Y**



PS3: **R2** + Hold **△**

The Demasculator is very similar to the Entrail Blazer, but charging the attack while Rick is running adds a little extra oomph to it. He'll drop the sword back behind him to ready the attack, but actually leap off the ground as he brings the sword up through his enemy. The effect is roughly the same, but the Demasculator inflicts a bit more damage than the Entrail Blazer. Use this attack against tougher foes when facing them down one on one. Don't use this attack against a group of enemies, since it makes Rick susceptible to counterattacks from a group.

EYE OPENER

Xbox 360: **A** Then **X**

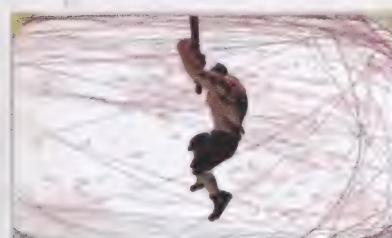


PS3: **X** Then **△**

Most leaping attacks aren't really effective against smaller creatures, but this one is. The Eye Opener is essentially a leaping sword attack, but because Rick slashes so low to the ground—he'll slice through the ankles of most enemies—the attack can work well against shorter enemies as well. The Eye Opener is a fun way to leap into battle against multiple enemies and segues nicely into the Hack and Slash attack, as well as other sword-based attacks.

SKULL SPLITTER

Xbox 360: **A** Then **Y**



PS3: **X** Then **△**

Consider this an inverse, leaping version of the Demasculator. Rather than a sprint towards an enemy leading into an upwards cut through the crotch region, this attack allows Rick to combine his strength with that of gravity for a powerful downward strike. Leap into the air, press the Directional Attack button and watch in bloody amazement as Rick's sword cleaves an enemy in two. Head first!

ROLLING LUMBERJACK

Xbox 360: **RB**, then **L**-Forward + **X**

PS3: **△**, then **L**-Forward + **△**



The Rolling Lumberjack is the sword-based version of the Surprise Vasectomy. Roll towards an enemy and press the Radial Attack button to perform a half-spin, backhanded slash when Rick exits the roll. This attack can cut multiple enemies in half and is the perfect way to defeat bunched enemies before they can spread out. The Rolling Lumberjack attack is one of the best non-Berserker attacks to perform in terms of ease-of-use and the level of carnage it inflicts.

JUNK TICKLER

Xbox 360: **RB**, then **L**-Forward + **Y**

PS3: **△**, then **L**-Forward + **△**



The Junk Tickler does a lot of things, but creating a tickle isn't really one of them. This rolling attack culminates with Rick lunging forward with the sword to impale enemies straight through their tender parts. Foes targeted by this sadistic attack are left with little recourse beyond praying for a fast death. Like the Donkey Punch, this attack is best-used against individual, tougher foes and not for encounters with multiple enemies.

DIRTY SALCEDO

Xbox 360: **RB**, then **L**-Forward + Hold **Y**

PS3: **△**, then **L**-Forward + Hold **△**



Dirty Salcedo is essentially a charged-up version of the Junk Tickler, but there are some key differences. For starters, Rick turns a quarter-rotation to the left while arching his back to prepare the sword lunge. This makes it possible to hit enemies that he would otherwise roll past. The other big difference is that the height of the sword attack is a bit higher than the Junk Tickler, thus making this attack better suited for use against taller enemies. The Dirty Salcedo is a powerful sword-based attack, but you must account for the slight turn that Rick makes when charging the attack. It can take some practice to land the attack on the intended target.

RICK CHENEY

Xbox 360: **LT**

PS3: **△**



Warning! This attack may result in shooting unintended victims in the face! Shotguns aren't the most common weapon in *Splatterhouse* so you'll want to make the most of each one you find. Face an enemy and press the Sprint button to perform the Rick Cheney (i.e. fire the weapon). Rick will pump the next shell into the chamber after each fire, so don't worry about reloading. Keep in mind that this is no ordinary shotgun—this gun fires more like a handheld cannon than the guns you may be familiar with.

BRAIN PAINTER

REQUIRES "WEAPONIZED GRAB" TO BE UNLOCKED.

Xbox 360: **B**

PS3: **○**



Brain Painter is the other shotgun-specific attack at Rick's disposal. Press the Grab button to have Rick reach out and grab an individual enemy with his free hand. He'll fling the foe to the ground then open fire on its head at point-blank range. This attack yields a wealth of BLOOD Points, but leaves Rick open to attacks from other enemies. Only employ the Brain Painter when there's only one enemy remaining and it's small enough for Rick to toss around.

LUMBER JACK

Xbox 360: **X, X**

PS3: **□, □**



Lumber Jack is a two-swing attack is performed when Rick is wielding the chainsaw weapon. The chainsaw is a very lengthy weapon and the Lumber Jack's back and forth horizontal swipes make it possible to fell hordes of enemies like so much old growth timber. The simplicity of this attack combines with the power of the chainsaw to yield a staggering amount of Blood Points. There's no group of enemies too large for this attack to handle!

ARKHAM CHAINSAW MASSACRE

Xbox 360: + Run With

PS3: + Run With



Arkham Chainsaw Massacre allows Rick to simply run through enemy-choked corridors swinging the chainsaw back and forth in a gentle sway, creating a pile of giblets from wall to wall. Hold the Sprint button to start Rick running with the chainsaw—kids, don't try this at home—and use the movement controls to steer him in the path of most carnage.



UP CHUCKER

Xbox 360: Hold , Aim With

PS3: Hold , Aim With





Got an enemy's severed head in your hand and don't know what to do with it? Use the Up Chucker to charge up a well-aimed throw and hurl it at the nearest foe. This is a one-use attack, so make sure your aim is true. Rick takes a moment to go through his windup, so you should be sure that there aren't any enemies sneaking up behind him. You'll have plenty of severed heads lying loose on the ground after performing a Hack and Slash attack with the sword or cleaver. As tempting as it may be to bean an enemy in the noggin with the head of another, you shouldn't put down your sword! Keep slashing and only go for the Up Chucker once your original weapon breaks.

MASK ATTACKS

SPLATTER SLASH

REQUIRES "SPLATTER SLASH" TO BE UNLOCKED.

Xbox 360:  + 



PS3:  + 



Splatter Slash is unlocked at the conclusion of Phase Four and grants Rick on-demand use of a single Mask Attack—without activating Berserker Mode. Splatter Slash consumes a single bar of the Necro Meter, yields a slight health replenishment, and grants momentary invincibility. Twin bladed bones emerge from Rick's arms and are used to cut through enemies standing in front of him. This is an excellent attack against groups of enemies that damages mini-boss foes and decapitates all others.

SPLATTER SMASH

REQUIRES "SPLATTER SMASH" TO BE UNLOCKED.

Xbox 360:  + 

PS3:  + 



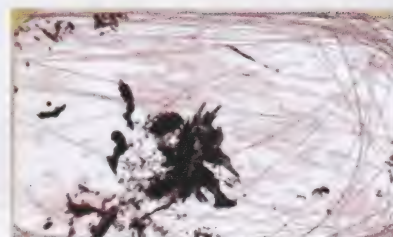
Splatter Smash is unlocked at the conclusion of Phase Six and, like Splatter Slash, this attack grants Rick on-the spot use of a single Mask Attack without having to activate Berserker Mode. Splatter Smash consumes a single bar of the Necro Meter, yields a slight health replenishment, and also grants momentary invincibility. The attack itself is more of a directional attack than its counterpart. Rick arches his back while the attack is momentarily charged. Use this time to aim it with the movement controls. Rick then slams the ground and causes highly destructive bones that rip through the ground and pulverize any enemies standing above them.

SPLATTER SHREDDER

REQUIRES "SPLATTER SHREDDER" TO BE UNLOCKED.

Xbox 360: **LT** Then **RT** + **X**

PS3: **LB** Then **RB** + **△**



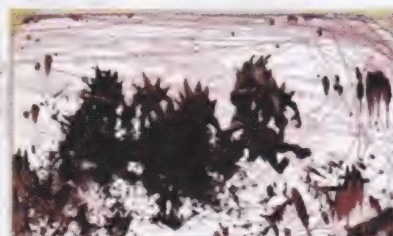
This advanced version of the Splat Slash makes it possible to perform the attack while sprinting. This is especially useful in Survival Arena mode when time is of the essence! Sprint towards an enemy and activate the Splat Slash before Rick finishes his dash. This will allow you to perform the Splat Shredder.

SPLATTER RAM

REQUIRES "SPLATTER RAM" TO BE UNLOCKED.

Xbox 360: **LT** Then **RT** + **Y**

PS3: **LB** Then **RB** + **△**



Splat Ram combines the power of the Ram (or Psycho Ram) with the devastating effectiveness of Rick in Berserker Mode. Sprint towards a group of enemies and perform the Splat Smash before Rick stops running to have him deliver even more damage to the enemies that he's ramming. Splat Ram doesn't just knock enemies over, it practically eviscerates them! This attack also grants Rick the benefit of a slight increase in health and temporary invincibility. Use it against tougher foes, especially those in Survival Arena.

SPLATTER JUMP SLASH

REQUIRES "SPLATTER JUMP SLASH" TO BE UNLOCKED.

Xbox 360: **A** Then **RT** + **X**

PS3: **X** Then **RB** + **△**



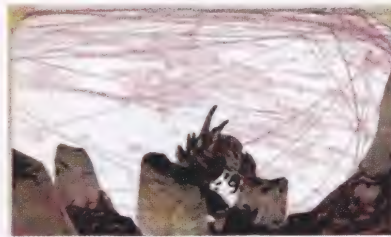
This attack is a jumping version of the Splat Slash, designed primarily to target the heads of taller creatures such as Abhores, Beasts, and Teratoids. Leap into the air and quickly activate a Splat Slash before Rick lands to perform the attack. Make sure Rick is close to the enemy you're trying to hit and that he's also facing it.

SPLATTER JUMP SLAM

REQUIRES "SPLATTER JUMP SLAM" TO BE UNLOCKED.

Xbox 360: **A** Then **LT** + **Y**

PS3: **X** Then **LB** + **A**



The Splatter Jump Slam is the natural evolution of the Pit Clearer attack. Leap into the air and instead of just pounding the ground, use the Terror Mask to unleash a Splatter Smash attack upon impact. The main difference between a normal Splatter Smash and the Splatter Jump Slam is that the latter inflicts greater damage on enemies and the area of effect extends out in all directions around Rick instead of a ray, like the standard attack.

BERSERKER MODE

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: **LB** When Available

PS3: **LB** When Available



Berserker Mode becomes available automatically during the end of Phase Two and grants Rick exceptional strength, unlimited use of Mask Attacks, invincibility, and completely replenishes the Health Meter. The catch is that it requires three Necro Bars to activate. The Necro Meter will slowly empty while Rick is in his Berserker Mode. It can be toggled off to end it before the Necro Meter runs dry. You do not need to hold the Mask Attacks button to perform Splatter Slash and Splatter Smash attacks while in Berserker Mode.

THERAPY

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: **X**, **X**, **X**

PS3: **□**, **□**, **□**



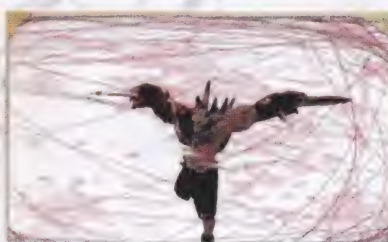
Therapy is fast radial combination attack that can be performed while in Berserker Mode. This attack is a spinning, slashing attack using the lengthy bones that protrude from Rick's arms during Berserker Mode. It culminates with a standard Splatter Slash attack.

GROUP THERAPY

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: X, X, X

PS3: □, □, □



Group Therapy is very similar to the Therapy attack (and requires the same inputs from you) but is designed to counter groups of enemies. This fast radial combination attack has more spinning involved and automatically aims Rick's slicing attacks in multiple directions to account for enemies to his side or behind him. It culminates in a Splatter Slash attack in the direction opposite the way he is initially facing.

SWISS CHEESE

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: Rapid X

PS3: Rapid □



Swiss Cheese is another fast Splatter Slash combo, but this one is designed to deliver incredibly fast stabs to a single enemy or two directly in front of Rick. Rapidly tap the Radial Attack button to make Rick throw alternating jabs with his right and left arms. These attacks are short-range and in quick succession, but finish with a standard Splatter Slash attack.

TO THE MOON

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: X, Press Y

PS3: □, Press △



Perform this attack while in Berserker Mode to strike an enemy with a quick left handed jab then follow it with a massive right uppercut. This attack allows Rick to perform more sophisticated combinations that yield even more BLOOD Points than the basic slashes and smashes he can otherwise perform during Berserker Mode.

GTFO

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: X, Hold Y

PS3: □, Hold △



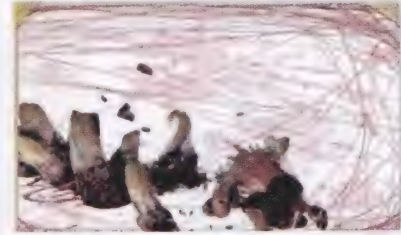
The GTFO attack is an enhanced version of To the Moon, using a charged uppercut to inflict even greater damage to enemies with a leaping uppercut. This attack is perfect for use against single enemies, particularly Teratoids or Abhores. Use against lesser enemies will undoubtedly detach their head from their bodies.

DRAGON'S BITE

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: Y, Y, Y

PS3: △, △, △



Dragon's Bite strings three distinct Directional Attacks together for a series of Berserker moves guaranteed to leave only the most stubborn enemies alive. The combination begins with a single-handed ground punch that emits a small circular eruption of bones from the ground. Rick then lunges forward with a jabbing punch before slamming the ground for a traditional Splatter Smash attack that spreads outward in a lengthy ray.

THE RECKONING

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: Y, Y, Y ...

PS3: △, △, △ ...



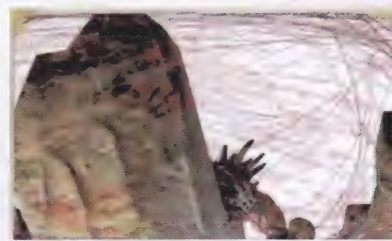
Perform this attack by continuously tapping the three button command while in Berserker Mode. Rick will leap into the air, strike the ground, roll in the other direction and slash out with a single arm. He'll then slash in the other direction before ultimately slamming the ground for an area of effect attack. This is an elaborate combination that is great for situations when Rick is being approached on both sides by enemies.

MEAT PANCAKE

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: Hold Y

PS3: Hold △



There are heavy attacks and then there are Meat Pancakes. Hold the Directional Attack button while in Berserker Mode to have Rick punch the ground with earth-shattering force. Massive columns of bone and rock will jut from the ground and devastate any enemy in the immediate area. The attack doesn't spread out as far as the Splatter Smash attack, but the level of damage dealt to those near it is unsurpassed.

SPINNING LOBOTOMIZER

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: B

PS3: ○



Activate Berserker Mode and approach a particularly troubling enemy. Press the Grab button to have Rick impale the enemy with his hand, throw it to the ground, then leap behind it and use his claw-like hands to slice its head off. This attack delivers an instant kill to any throwable enemy and earns more BLOOD Points than most other attacks, but it does take some time to perform. Rick is invincible during Berserker, but you should save this attack for times when only one or two enemies remain.

SHREDDER

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: △ + X

PS3: △ + ○



Shredder is similar to the Splatter Shredder, only it can be performed without using the Mask Attacks button and while Berserker Mode is active. Sprint towards an enemy (or group of enemies) and press the Radial Attack button to make Rick leap and flip through the air while slashing nearby foes with his bony appendages.

THE JUGGERNAUGHT

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: **RT** + **Y**

PS3: **□** + **△**



The Juggernaut is the Berserker version of the Ram attack. Berserker Mode gives Rick a valuable increase in strength, making this already damaging attack all the more effective. Line Rick up with a group of enemies and unleash the Juggernaut to blast through them.

SADISTIC RHINO

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: **RT** + Hold **Y**

PS3: **□** + Hold **△**



Sadistic Rhino takes the Juggernaut attack and makes it even more powerful. Hold the Directional Attack button throughout the attack to deliver even more damage to the enemies Rick hits while running. This is a great attack to use against enemies that would otherwise be too large to really budge with a standard Ram attack.

SPINNING BLADES OF FURY

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: **A** Then **X**

PS3: **X** Then **○**



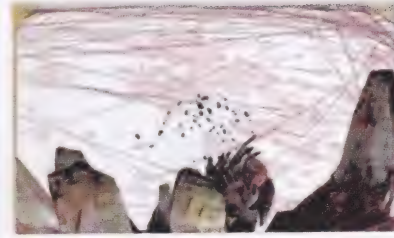
Leap into the air and attack with this spinning Berserker attack. Rick can deliver a quick bladed attack to taller enemies that are close by, and on any side. This is a useful attack when faced with multiple Abhores or Teratoids, particularly during Survival Arena battles.

DEATH FROM ABOVE

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: **A** Then **Y**

PS3: **X** Then **△**



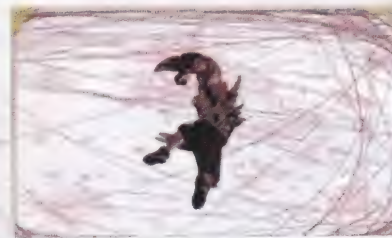
The Death From Above attack is essentially the Berserker Mode's equivalent of the Pit Clearer. Leap into the air and press the Directional Attack button to slam the ground near a group of enemies. Rick will strike with such force that the immediate area will be ruptured by destructive bones that deliver ground-up damage to all nearby.

AGONIZING DEATH FROM ABOVE

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: **A** Then Hold **Y**

PS3: **X** Then Hold **△**



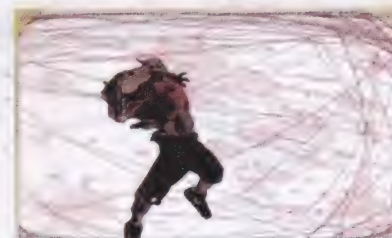
Agonizing Death From Above attack is a harder hitting version of Death From Above. Charge the Directional Attack button while Rick is in the air to slam the ground with even greater ferocity. This delivers deadly damage across a much wider area and often eliminates enemies wholesale. Use it in Survival Arena mode to clear large swaths of enemies with a single attack.

NUMBER OF THE BEAST

REQUIRES "BERSERKER" TO BE UNLOCKED.

Xbox 360: **RB** Then **Left Stick Forward** + **X**

PS3: **R2** Then **Left Stick Forward** + **X**



Rick is automatically immune to attacks when Berserker Mode is active, so you won't need to rely on the Unstoppa-bull ability's protection through rolling. Nevertheless, if you still enjoy want to initiate a rolling attack, this is the one. Point Rick towards an enemy and roll forward while pressing the Radial Attack button as Rick exits the roll to slash the enemy in half.



FRUITS OF THE DEVIL

REQUIRES "BERSERKER" AND "THE GORE FACTORY" TO BE UNLOCKED.

Xbox 360: **RB** Then **Left Forward + Y**

PS3: **RB** Then **Left Forward + A**



Roll forward while pointing the Movement Controls in the direction of an enemy and press the Directional Attack button as Rick exits the roll to make him immediately leap up and slash an enemy. This attack uses Berserker's Mode's inherent attack bonus (and the lengthy bone-like weapons it grants Rick) to link a Stage Dive attack with a forward roll.

DEVIL HORNS

REQUIRES "BERSERKER" AND "THE GORE FACTORY" TO BE UNLOCKED.

Xbox 360: **RB** Then **Left Forward + Hold Y**

PS3: **RB** Then **Left Forward + Hold A**

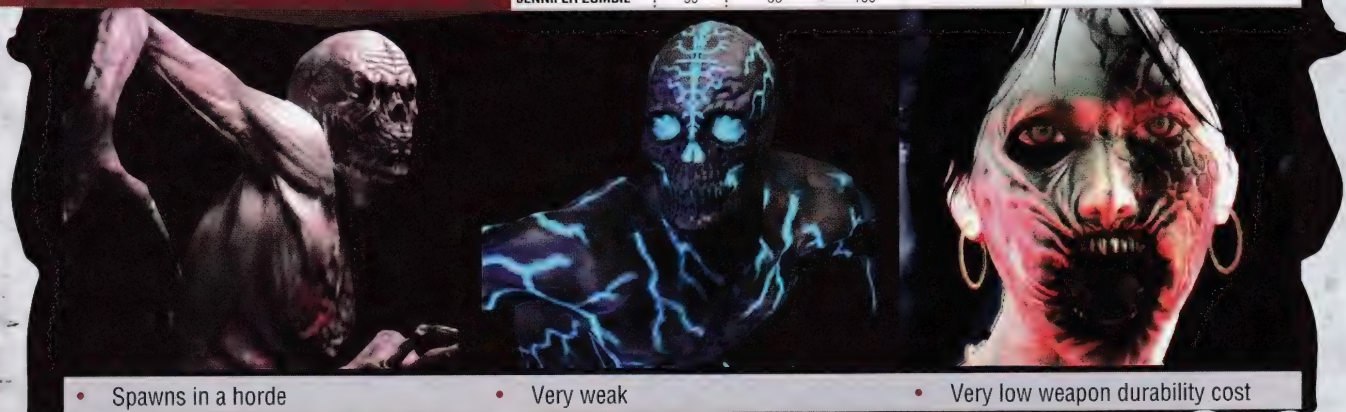


Devil Horns is virtually the same as Fruits of the Devil, only stronger. Exit the roll while pointing towards the enemy you wish to strike and hold the Directional Attack button for a charged attack. Rick will leap into the air and perform a more violent downward slash with his right arm.

ENEMIES

HOMINI

ENEMY	HEALTH	BLOOD POINT BONUS	NECRO POINTS	SPLATTERKILL BONUS BLOOD POINTS	SPLATTERKILL BONUS NECRO POINTS	SPLATTERKILL BONUS HEALTH
HOMINI	6	3	10	-	-	-
DEMON HOMINI	90	50	30	-	-	-
JENNIFER ZOMBIE	90	50	100	-	-	-



- Spawns in a horde
- Very weak
- Very low weapon durability cost

The standard Homini are among the most plentiful of enemies and are also the easiest to kill. Even though they certainly attempt to swarm and claw at Rick, their attacks do little damage—but their strength can be deceiving. Rick doesn't react to getting struck by a Homini, so it's important to monitor the Health Meter—the Homini could be whittling Rick down without you noticing! There isn't an attack Rick can perform that isn't capable of killing the Homini with a single strike. Most attacks obliterate the Homini on contact while others send them flying into walls for secondary splatters. Don't worry about wasting your weapon's durability on these runts—they're too weak to damage your weapons!



DEMON HOMINI

- Quick decapitation attack

This cousin of the Homini may appear to be of the same size and shape, but this one is much, much tougher. Not only are the Demon Homini able to withstand several attacks, but they are capable of delivering a one-strike decapitation kill to Rick. Their claws are razor sharp and they can sever both Rick's arm and his head with a single two-clawed slash (if he doesn't have a maximum Health Meter)! Don't be fooled by their diminutive size or your past experiences with the flesh-colored Homini, these foes are not to be taken lightly. If no weapons are available, the best way to deal with them is to use the Ram (or Psycho Ram) attack to knock them off their feet. This gives Rick the opening he needs to pummel them into submission. Never turn your back on a Demon Homini, and never let up once you have one on the ground!



JENNIFER ZOMBIE

- Attacks drain the Necro Meter

The Jennifer Zombies may not look much like the other Homini, but they behave in a nearly identical fashion to the Demon Homini. Don't let their name fool you—Jennifer Zombies are both fast and quite acrobatic. The key difference with the Jennifer Zombies is that their attacks drain the Necro Meter. If that wasn't bad enough, they're also capable of slicing Rick's arm off with a single attack. It's best to spend the Necro to kill them quickly with a Mask Attack, rather than risk losing greater Necro to their unrelenting attacks. Jennifer Zombies, as with other Homini, are susceptible to all forms of attack and can be knocked aside with a Ram or a Pimp Hand Strong attack.



GHOSTS

ENEMY	HEALTH	BLOOD POINT BONUS	NECRO POINTS	SPLATTERKILL BONUS BLOOD POINTS	SPLATTERKILL BONUS NECRO POINTS	SPLATTERKILL BONUS HEALTH
GHOST	40	10	10	50	50	20
DEMON GHOST	40	20	15	50	50	20
KAMIKAZE GHOST	40	50	30	50	50	20



- Combo attacks
- Weak defensively

- Low weapon durability cost
- Arms and head can be severed and used as weapons

These ravenous creatures pack a lot of bite—and claw—into their tiny frame. Ghosts are among the most common enemies encountered in the early phases of the game and they can be surprisingly deadly if you aren't careful. They attack in groups ranging from just two or three to as many as six at once, with many entering the room via cracks in the floor, by climbing on walls, or even by dropping in from the ceiling.

These creatures hop and run towards Rick in attempt to claw and bite him at close range. Their attacks are frequent and hard to interrupt once they are initiated. Don't try to punch your way out of an attack, since Rick will probably get hit at least two more times before he can land a blow. Instead, either guard or try to roll away to safety. These creatures are susceptible to every attack that Rick can throw at them. They are also easily picked up and thrown—aim to impale them on the spikes you encounter to open doors as you proceed through the mansion.



DEMON GHOSTS

- Blow back counter attack.

The purple-colored Demon Ghosts fight very similarly to normal Ghosts, but include a blow back counterattack that is hard to avoid—given the low stance of the Demon Ghost. Radial attacks can't interrupt the blow back attack, but a directional attack can. Demon Ghosts also utilize a three-hit combo. If no weapon is available to kill them with a Hits to the Dome or Corpse Pinata attack, the next best thing is to use the Demon Ghost as a weapon against other enemies. Grab one and swing it around for a Crowd Surf attack or kick it towards the other enemies.



KAMIKAZE GHOSTS

- Kamikaze explosion upon contact.

Kamikaze Ghosts are a rare breed of creature, but one that demands a careful approach. Swinging away with fists and blunt weaponry will only get Rick into a world of hurt. Kamikaze Ghosts explode on contact with blunt-force and damage everything within a considerable radius. Although a single attack on a group of Kamikaze Ghosts will probably destroy all of them, it will also deliver significant damage—and possibly death—to Rick as well. It's far safer to deal with these creatures by using bladed weaponry to decapitate them. As the old saying goes, if you slice off the head, the body fails to explode. Or something like that... Another option is to grab the Kamikaze Ghost and kick it into a wall or into other enemies.

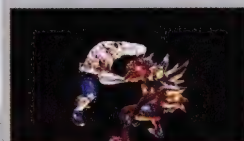


GHOST SPLATTERKILLS HEAD POP



The most common Splatterkill is for Rick to pop the creature's head "like a zit." Watch for him to sandwich the creature's head between his two hands and immediately apply inward pressure with both hands using the control sticks.

FACE TEAR



Rick can also perform a face-tearing Splatterkill by grabbing the enemy inside the mouth. Rick grabs the creature's upper jaw with his left hand and the lower jaw with his right hand. Pull in opposite directions to tear the creature's face apart. Rick then reaches inside the neck stump and rips the creature's lungs out!

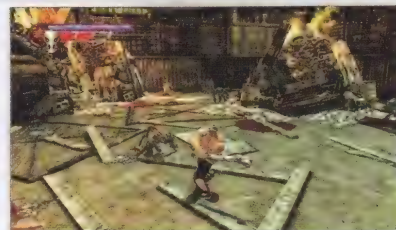
MORLOCK

ENEMY	HEALTH	BLOOD POINT BONUS	NECRO POINTS	SPLATTERKILL BONUS BLOOD POINTS	SPLATTERKILL BONUS NECRO POINTS	SPLATTERKILL BONUS HEALTH
MORLOCK	40	20	15	50	50	20

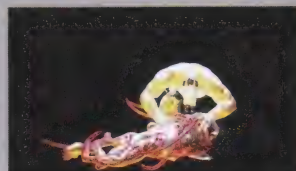


- Sneak attack from behind
- Wall leap attack
- Very high mobility
- Low weapon durability cost
- Head can be severed and used as weapon

The Morlock is one of the most unique enemies in Splatterhouse, since it is the only one that favors stealth and evasive maneuvers over brute strength. Morlocks are similar to Ghosts in size, but they can be much harder to kill because of their agility. Morlocks prefer to stay away from Rick, encircling him from afar, while they look for an opportunity to launch a sneak attack. Morlocks also climb up a walls and they can fly through the air in a surprise leaping attack. Fortunately, a red targeting reticule appears on the ground when this attack happens, alerting you to the incoming attack. Move a few steps to the side, wait for the Morlock to crash-land, then pummel it while it's dazed! Morlocks can be pretty difficult to strike with basic attacks. Sprint towards them and attack with Pimp Hand Strong or weapons. It's also worth trying to push them towards the corner of the room to trap them; otherwise they may continue to evade your pursuits.



MORLOCK SPLATTERKILL HEAD REMOVAL

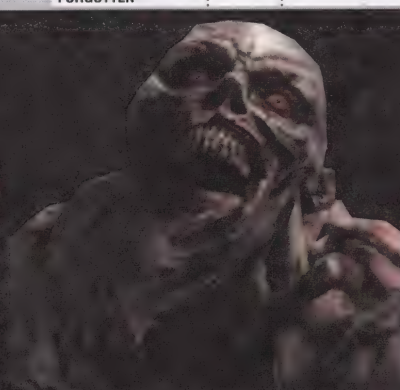
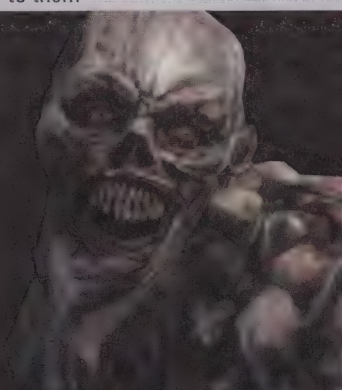


Morlocks can't withstand a lot of damage and they're so evasive that it's best to simply kill them outright. However, it is possible to perform a Splatterkill against them. Watch for Rick to rest his foot on their chest and grab their head. Immediately push upwards with both sticks to help Rick rip the Morlock's head off. This gives Rick a new weapon to throw!

THE FORGOTTEN

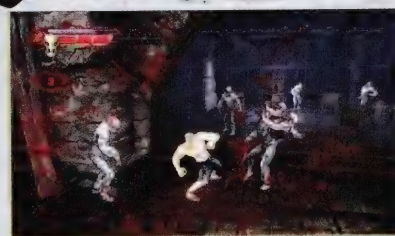
- Combo attacks
- Weak defensively
- Low weapon durability cost
- Arms and head can be severed and used as weapons
- Will grapple with Rick if he turns his back to them

ENEMY	HEALTH	BLOOD POINT BONUS	NECRO POINTS	SPLATTERKILL BONUS BLOOD POINTS	SPLATTERKILL BONUS NECRO POINTS	SPLATTERKILL BONUS HEALTH
STUDENT FORGOTTEN	80	15	20	40	75	20
STUDENT FORGOTTEN (SIDESCROLL)	12	10	20	40	75	20
SLAUGHTERHOUSE FORGOTTEN	120	20	20	40	75	20
CLOWN FORGOTTEN	100	20	20	40	75	20
FISH FOLK	120	20	20	40	75	20
DEMON FIRE FORGOTTEN	120	40	20	40	75	20





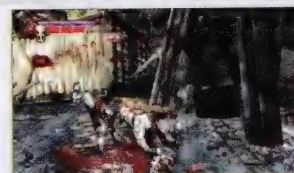
These human-like creatures, the Student Forgotten in particular, are Dr. West's protectors—designed to guard the mansion's secrets from intruders. These creatures sometimes attack individually (often in hallways), but are typically in groups of two to four. They are without weapons, but they have the strength behind their punches and they can inflict a considerable amount of damage if they are given the chance. Their primary attack—the one you must really watch out for—is the grapple. Forgotten will try to grab Rick from behind and bite at his neck while he wriggles to break free. The Forgotten will eventually throw Rick to the ground and repeatedly kick him in the head if Rick can't turn the tables while he is being held. Be prepared to shake the Control Stick violently left to right to break free if grabbed. These creatures are vulnerable to Rick's complete repertoire of attacks, and they are particularly susceptible to weapon attacks like the Corpse Pinata. Their arms and heads can be used as fleshy weapons, provided they are severed with a bladed weapon first.



SLAUGHTERHOUSE FORGOTTEN

- Often equipped with meat cleaver and can sever Rick's arm
- Medium weapon durability cost

Slaughterhouse Forgotten are easily identifiable by their black and red butchers apron. They are larger than the Student Forgotten, but it's not their muscles that Rick has to fear! Many (but not all) Slaughterhouse Forgotten come armed with a meat cleaver. These enemies would like nothing better than to slice Rick's left arm off. And it only takes one swing of the meat cleaver for this to happen! Slaughterhouse Forgotten, like other Forgotten, are vulnerable to quick, rapid attacks and they are especially vulnerable to weapon strikes.



CLOWN FORGOTTEN

- Can breathe flame that spreads far and wide
- Capable of acrobatics, including spinning floor kick

The Clown Forgotten are weaker than the other Forgotten in terms of health, but they possess an unblockable, fire-breathing attack that spreads out and delivers moderate damage. Clown Forgotten are also known to drop to the floor and spin around on their backs, kicking outwards in every direction like some violent form of breakdancing. Rick should certainly stand clear of this spinning kick attack, but the Clown Forgotten are quite vulnerable to attack while they are breathing fire, as long as they are attacked from behind.



FISH FOLK

- Spit strings of toxic mucous
- Capable of diving into the ground and reemerging elsewhere
- Highly acrobatic; more dangerous from afar
- Medium weapon durability cost

Fish Folk are a unique species of Forgotten that are more dangerous from range than they are up close. They primarily attack by leaping into the air and spitting long strings of toxic mucous. They tend to coordinate this attack to hit their target from multiple directions at once. These attacks also leave acidic puddles on the floor that can harm Rick if he steps in them. They also occasionally leap through the air and attack with a rapid clawing motion. Fish Folk can be very dangerous if they are left to their devices and they should always be sought out first when they are grouped with other enemies. They are extremely susceptible to weapon attacks, particularly the Corpse Pinata.



THE FORGOTTEN CONTINUED

DEMON FIRE FORGOTTEN

- Untouchable due to molten body
- Medium weapon durability cost

Demon Fire Forgotten are the most dangerous of all the smaller and medium class enemies. Similar in size to Student Forgotten, the Demon Fire Forgotten are too hot to touch without causing injury and knock-back to Rick. The only way to damage them safely is via Mask Attacks, a charged attack that makes Rick's fist glow red (Infected Hammer or Your Face, My Fist) or with bladed weapons. It is possible to leap into the air and charge a Pit Clearer attack, but there is a very small margin for error with this approach. The Demon Fire Forgotten's penchant for grappling also makes matters more difficult. Even if Rick does manage to break free of its grasp, the act of slamming the beast's head to the ground still damages him.

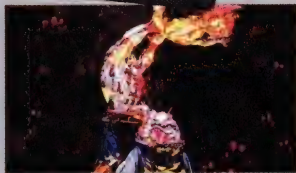


FORGOTTEN SPLATTERKILLS THE DE-LIMBING



This Splatterkill not only kills the enemy, but it gains Rick two new weapons—the creature's arms! Watch for Rick to knock the Forgotten to its knees and place his foot against the small of the enemy's back. Rick then grabs the enemy just inside its elbows. This is your cue to pull outwards with both sticks to yank the beast's arms right off! Pick one of the arms up after the Splatterkill to gain a fleshy weapon.

TORSO TEAR



You can tell this Splatterkill from the other as soon as it starts, since Rick begins on the enemy's left. Rick throws the humanoid onto its stomach and grabs with two hands under the beast's chin. Rick's foot applies downward pressure on the foe's torso while he pulls upwards with both hands. Push both sticks upwards to yank the enemy in two!

TERATOID

ENEMY	HEALTH	BLOOD POINT BONUS	NECRO POINTS	SPLATTERKILL BONUS BLOOD POINTS	SPLATTERKILL BONUS NECRO POINTS	SPLATTERKILL BONUS HEALTH
TERATOID	180	100	100	170	100	30
DEMON TERATOID	240	150	50	170	100	30



- Rallies allies to frenzy
- Lengthy arm can trap and squeeze Rick
- Can regenerate health

- Can break through Rick's combination attacks
- High weapon durability cost

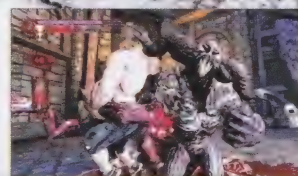
Teratoids are the most common of the leader class of enemies (aka mini-boss) and are also among the most aggressive. Teratoids are tall, strong, and possess a lengthy right arm that they can strike with in whip-like fashion. It can also use this lengthy arm to grab hold of Rick and squeeze him tightly in a crushing attack—rapidly tap the button flashing on-screen to break free and slam the Teratoid to the floor! Teratoids rally other nearby enemies, causing them to attack with greater ferocity. Teratoids can break through radial attack combos and most weapons break against them after a single strike. Attack with directional attacks and charged combination attacks if unable to utilize Mask Attacks or Berserker Mode. Rush in, strike with a Your Face, My Fist charged combo, then quickly roll away to dodge the inevitable counterattack.



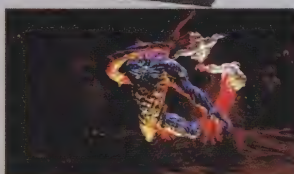
DEMON TERATOID

- Can throw smaller enemies at Rick
- Attacks with a three-hit combo

The Demon Teratoid is a meaner, tougher version of the regular Teratoid. It has all of the same abilities including the capacity to incite nearby enemies into a greater level of aggression. And, it can also snare Rick within its lengthy arm. The biggest difference, however, is that the Demon Teratoid can occasionally throw a smaller foe at Rick as a projectile. This is especially dangerous if that enemy is a Kamikaze Ghost! Demon Teratoids are also capable of attacking with a three hit combination that can be difficult to block and impossible to interrupt. Roll away or trigger a Mask Attack at once!



TERATOID SPLATTERKILL TIGHTEN THE NOOSE



There's only one way to Splatterkill a Teratoid and it makes fantastic use of the beast's lengthy right appendage. Rick tackles the beast to the ground and loops its lengthy arm around the Teratoid's neck like a noose. Push both control sticks upwards to simulate Rick's strangling action. The Teratoid makes a last-ditch effort to break free of the choke, but Rick uses the Teratoid's lunge against it. Watch for the on-screen prompt to appear and rapidly tap the corresponding button (random) to have Rick kick the Teratoid forward, thus popping its head clean off. Be sure to pick the head up off the ground, since it's one of the most powerful melee weapons!

AEGIS

ENEMY	HEALTH	BLOOD POINT BONUS	NECRO POINTS	SPLATTERKILL BONUS BLOOD POINTS	SPLATTERKILL BONUS NECRO POINTS	SPLATTERKILL BONUS HEALTH
AEGIS	80	100	100	170	100	30

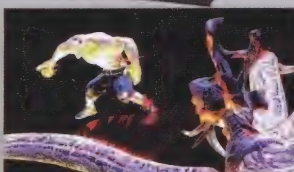


- Casts an invincibility spell to protect allies
- Teleports around the room to dodge Rick's attacks
- Very weak
- Low weapon durability cost

The Aegis is unlike any other creature that Rick encounters. This support creature doesn't actually possess any offensive capabilities. Rather, it casts an invincibility spell that protects all nearby enemies from damage. Rick can still kill protected foes with a Splatter Slash or chainsaw attack, but the Aegis's magic is strong enough to nullify Rick's punches and blunt-force attacks. This makes defeating the Aegis a top priority! The Aegis' ability to teleport to other parts of the room can create some real difficulty. The Ram attack is the best option if no ranged attacks are available—a head to throw or a shotgun to fire, for example. Sprint at the Aegis to Ram it (or Psycho Ram) and hopefully stun it. This should leave it susceptible to follow-up attacks. It's a very weak creature and can be defeated quickly once it is struck.



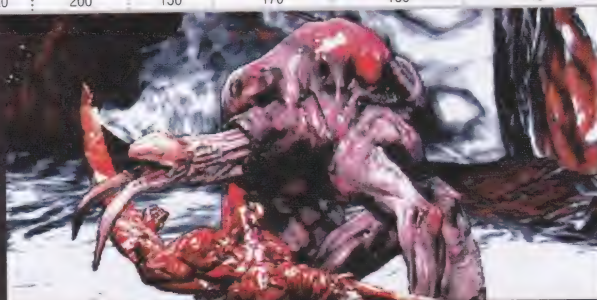
AEGIS SPLATTERKILL ONE-EYED MONSTER



Rick has but one Splatterkill attack to use against the Aegis, and it's a good one! Beat the Aegis close to death, then move Rick close for the Splatterkill. He'll grab the Aegis by the back of its head with his left hand and make a fist with his right hand. Rapidly tap the button that flashes on the screen to make Rick punch the Aegis in its lone eye. It will then grab the eyeball. When it does push up on both control sticks to help Rick rip the eyeball out of the Aegis' head. Now Rick has a weapon to throw—and you'll be amazed at the damage it can inflict.

ABHORE

ENEMY	HEALTH	BLOOD POINT BONUS	NECRO POINTS	SPLATTERKILL BONUS BLOOD POINTS	SPLATTERKILL BONUS NECRO POINTS	SPLATTERKILL BONUS HEALTH
ABHORE	240	150	100	170	100	40
DEMON ABHORE	320	200	150	170	100	40



- Attacks deal heavy damage
- Rick's normal attacks deal very little damage

- Moves very slow
- High weapon durability cost

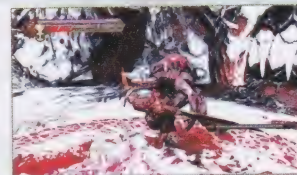
Abhores are monstrous creatures, the last evolution of the Forgotten, and they attack with a monstrously swollen right appendage. Abhores move very slowly—slower than any other creature—but they pack tremendous punch. The Abhore is an easy target to hit; however, Rick's normal attacks inflict very little damage. Use Berserker Mode or Mask Attacks to cut through the Abhore's thick skin and deplete its health gauge in large chunks. Beware, since the Abhore will lash out with a devastating counterattack if it receives too much damage too quickly. This attack won't harm Rick if he's in Berserker Mode, but could be fatal otherwise. Be sure to dodge to the side to avoid it. Charged attacks build up the Necro Meter quickly. Consider dashing back and forth with Psycho Ram to gain enough Necro to unleash a Splatter Smash.



DEMON ABHORE

- Much faster than regular Abhore

The Demon Abhore fights in a nearly identical fashion to the regular Abhore, but its move a good bit faster—too fast to hit with standing charged attacks. Build up the Necro Meter against lesser enemies (or by shoulder-charging the Demon Abhore with Psycho Ram), then activate Berserker Mode. The Demon Abhore has 25% more health than a regular Abhore and cannot be killed too quickly. Avoid its right arm, always dodge sideways to evade its attacks, and use Mask Attacks whenever possible.



ABHORE SPLATTERKILL NECK STRETCHER

Always be on the lookout to kill a lone Abhore with a Splatterkill because the bonuses are more than worth the extra time it takes (even in Survival Arena). The Splatterkill begins with a button press. Watch the screen and rapidly tap the button shown to have Rick grab the Abhore by the head and pull with all of his might, stretching the creature's neck with each tug. Rick then climbs onto the Abhore's shoulders and grabs its head by the horns. Press up with both sticks to help Rick yank the head from the body.



BEAST

ENEMY	HEALTH	BLOOD POINT BONUS	NECRO POINTS	SPLATTERKILL BONUS BLOOD POINTS	SPLATTERKILL BONUS NECRO POINTS	SPLATTERKILL BONUS HEALTH
BEAST	400	250	150	220	150	50

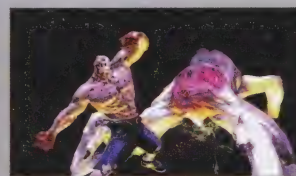
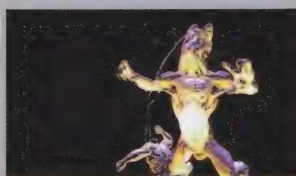


- Has to rest after going on feeding frenzy
- Very fast and can blindly trample anything in its path
- More easily damaged from the rear
- High weapon durability cost

The Beast is the largest, toughest, and most voracious eater of all the creatures that you encounter. The Beast's primary attacks consist of a blind rage outburst and a feeding frenzy. The Beast goes absolutely mad with rage if it is hit in the face or struck with a Mask Attack and can kill anything it comes in contact with, even other enemies. Rick suffers tremendous damage, possibly fatal, if he's not in Berserker Mode when the Beast hits him. The Beast is also capable of eating other monsters in an effort to regain lost health. It tries to get to Rick, but it doesn't mind eating anything around it. You can try to lure the Beast towards other enemies to coax it into a blind rage attack, but there is also the chance that it goes on a feeding frenzy and gets stronger! Fortunately, Rick can grab the Beast by its mouth if it does get close enough to bite—you should be ready to tap any button as prompted on the screen to wrestle the Beast to the ground by its head! As for hurting the Beast, the only way to reliably damage it is to attack its backside. Sprint or roll around the side of it to get a clean shot at that dirty behind!



BEAST SPLATTERKILL SPHINCTER BUSTER



Rick's Splatterkill technique for the Beast is nothing if not elaborate. This multi-step Splatterkill begins with Rick leaping up to grab hold of the Beast's head. Tap the button flashing on the screen to make Rick get a good grip on the Beast's lower jaw and slam it to the ground. Push the Control Sticks down to increase the force of the head slam and help Rick daze the Beast, so he can slip behind it. Now for the fun stuff! Watch for another button prompt and rapidly tap whichever button is shown on screen to make Rick repeatedly punch the Beast in the rear. Push both sticks downward one more time to make Rick yank the Beast's innards out. Elaborate indeed!



Phase One

Satan's Masque





PHASE ONE: SATAN'S MASQUE

Two lovers, Rick and Jen, are separated. She is taken, he is left to die; a man named West is guilty of both crimes. Too late they learn that monsters are real. A mysterious mask offers Rick a chance for life, and redemption—but at what cost?

PRIMARY TACTICS

Keep things simple for now and focus on gaining familiarity with Rick's movements and attack abilities. Play it safe and understand that, aside from the opening battle where he is invincible, Rick is rather fragile and can be killed easily. Use evasive maneuvers and hit-and-run tactics whenever possible and avoid being surrounded. Try to earn as many BLOOD Points as possible to save up for Health Upgrades (available at the conclusion of Phase One).

COLLECTIBLES & UNLOCKS

PHOTO PIECES	GRAMOPHONES	UNLOCKS
4	4	Survival Arena: West Mansion Lobby

WEST MANSION

FIRST BLOOD IN THE LOBBY

The entity within the Terror Mask that has taken over Rick's body is a powerful beast. It's a spirit with Berserk abilities, yearning to be unleashed against the creatures of West Mansion. It craves blood, and it will not release Rick from its grasp until both it and Rick get what they need. The carnage begins now!

This initial battle takes place on the ground floor of the circular West Mansion Lobby. Multiple waves of small creatures scurry in to attack in groups of five, but they pose very little threat. The Terror Mask has given Rick immediate—if only temporary—access to Berserker Mode and the invincibility it affords. This is but a taste of the power you may eventually come to possess. Use this battle to familiarize yourself with Rick's basic combat abilities. Experiment with combinations of radial and directional attacks, along with Rick's Splatter Smash and Splatter Slash maneuvers.



Melee combat is the name of the game in *Splatterhouse* and although the tremendous power Rick has in this initial skirmish is just a tease, each of the attacks have a non-Berserker counterpart. Experiment with charged attacks by holding the Directional Attack button in quick succession to perform fist-pounding Splatter Smash attacks. Tap the Radial Attack button to slice through enemies with lengthy scissor-like blades that protrude from Rick's hands. You can also use the Grab button to grapple with enemies. Rick is invincible during this battle, so his Health Meter and his Necro Meter cannot be drained. See the "Game Basics" and "Moves List" chapters in this book for more info.

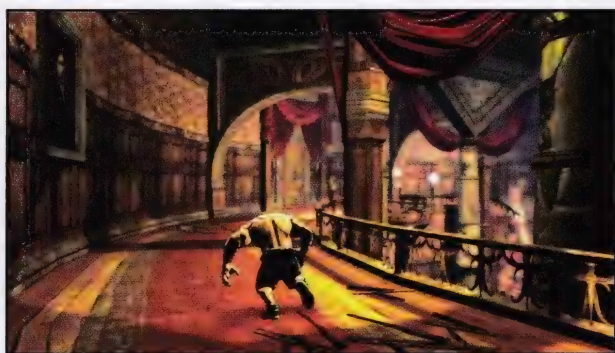


BLOOD AS CURRENCY

The blood you spill during combat is collected in the form of BLOOD Points that can be used to purchase upgraded abilities and additional attack moves. A greater volume of BLOOD Points is earned by performing more elaborate and complex combinations, and for killing large numbers of enemies in quick succession. You'll gain access to the Moves List and Skill Upgrades shop at the end of Phase One.

CHASING JEN

Berserker mode is too much for Rick at this point, so the Terror Mask retracts the bony spines and plates that protrude from Rick's body and returns him to the form of a simple muscle-bound freak. Activate Mask Eye to get a hint concerning where to go next—to the door on the balcony—and run up the stairs on the left. Make Rick run by pushing the Movement Controls in the direction you want him to go; you can also make him sprint in short bursts by tapping the Sprint button. The Roll button makes him roll forward. Practice these methods of moving as you guide Rick around the circular balcony to the door.



CHECKPOINT!

DEATH AND CHECKPOINTS

Splatterhouse is what you might call an old-school type of game. There's no quick-saving and death sometimes carries a pretty steep penalty, forcing you back to the previous checkpoint. Even though the collectibles you locate do carry over in death, Rick is sent back to the previous checkpoint whenever he dies. These checkpoints aren't always too close to one another, so you may have to survive a couple of tough battles before reaching the next checkpoint. Look for the "CHECKPOINT!" notices sprinkled throughout the walkthrough portion of this guide that show you how far you need to survive before the next auto-save.

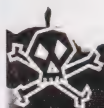
OFFICE PARTY

Continue through the narrow, dimly-lit hallway to the office where two of the Ghosts you fought in the lobby burst through the window. This is your chance to battle without Berserker mode, so be careful! These enemies may be small, but their claws are sharp—do not let them surround Rick! Hit them with attacks like the Scent of Flesh to beat them into the corner, then unleash the Infected Hammer by charging the Directional Attack button until an enemy is outlined in yellow—use the Movement Controls to target the enemy you wish to hit with the charged attack. Many more enemies enter the room once these two have been dealt with. Stay on the move, roll to avoid being surrounded and hit them with the Stage Dive leaping attack to deliver impact damage to multiple foes at once. Repeat radial attacks are a great way to deal with Ghosts like these.



Look for either of these enemies (or any others for that matter) to gain a red outline. This is your cue that they're vulnerable to a Splatterkill attack. Rush up to a foe that is outlined in red and press the Grab button to initiate the Splatterkill sequence. Watch for the on-screen prompt to push the left and right control sticks in a specific direction to perform the enemy-specific Splatterkill. Rick will not be attacked by other enemies during a Splatterkill. Furthermore, performing Splatterkills instantly kills the targeted enemy (if successful) and yields many more BLOOD Points than a standard beating.





KNOW THY SPLATTERKILL

Rick typically has two unique Splatterkill techniques he can employ against each type of enemy. Take the unknown out of performing these motions by paying attention to Rick's hand positioning at the start of the Splatterkill sequence. Study the Splatterkill descriptions in "The Corrupted" chapter to know right away what direction you're going to have to push each control stick just by seeing the placement of Rick's hands on the enemy

SPLATTER SIPHONING THE BLOOD

You may already discover that Rick is highly susceptible to damage from even pint-sized Corrupted like the Ghosts in this room. Fortunately, you can steal blood from the enemies and absorb it into Rick's Health Meter with the Splatter Siphon ability. This maneuver requires one segment of the Necro Meter, which fills gradually as you dole out punishment to your enemies. Perform Splatter Siphon by holding the Mask Moves button and rapidly tapping the Grab button.



GRAMOPHONE #1

Smash the bookcase to the left of the door you enter the library through to find this first gramophone. Listen to the record to hear Dr. West's musings about the Terror Mask.



CHECKPOINT!

The first of the four pieces of Jen's photo is on the floor, to the right of the carpet, where the hallway curves to the left. It's the bright shiny piece of paper on the ground.

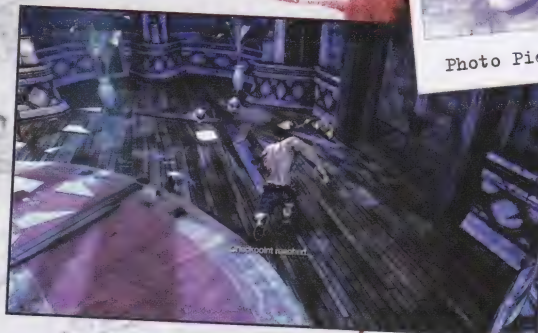


Photo Piece #1

HOMINI BY THE FIRE

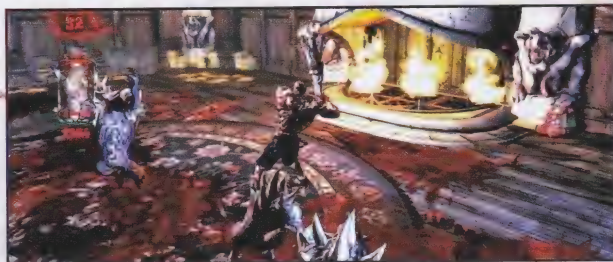
Rick reaches the fanciful dining room at the end of the hallway just in time to see Dr. West drag Jen through the secret passage beyond the fireplace. Rick can't do anything about that just yet; first he has to deal with the hordes of scrawny enemies entering the room. These frail creatures, known as Homini, can inflict some damage to Rick, but they can also be obliterated with a single attack. Keep swinging away and paint the walls red. A door to the right of the fireplace opens once all of the fodder has been dealt with.



CHECKPOINT!

The direct path to Jen is blocked, so Rick must continue up the stairs on the right. Even though the door at the top of the stairs is locked, the glint on it is your cue that it can be kicked open. Press the Grab button in front of the door to do just that.

Rick's first weapon is sticking out of a pile of meat in the center of the room. Pick up the spiked 2x4 and get ready for battle. An endless supply of Ghosts pours into the room, so start swinging! Stay near the center of the room, close to the fireplace, and watch for the fire to extinguish. This is your chance to roll through the fireplace and continue the pursuit of Jen. You need to be quick because the fire will re-ignite within five seconds. Miss out and you'll have to battle another wave of enemies until the fire goes out again.





BLOOD FARMING

Are you looking to pad your BLOOD totals a little early? This is a great spot to do it. Just keep battling wave after wave of Ghosts (up to a maximum of 20) to receive more BLOOD Points. Use Splatter Siphon to stay alive during the battle and keep battling the Ghosts until you feel like exiting through the fireplace.

Weapons all have a finite durability and will break after repeated use, so don't be surprised if Rick is suddenly unarmed during the battle. The spiked 2x4 should last at least until the fire is extinguished the first time. Switch to radial attacks and leaping Stage Dive ground-punches if Rick is unarmed. The Pimp Hand Strong is also an excellent attack for dealing with Ghosts.



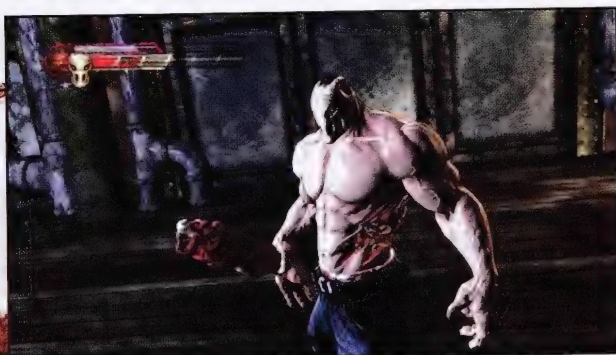
GRAMOPHONE #2

Kick the door open at the end of the hallway to enter the tea room. There is a gramophone positioned immediately to the right as you enter. This portion of Dr. West's audio journal has to do with West Mansion and the improvements made to it over the years. Listen to it before kicking open the door on the other side of the room.



INTO THE NECRO LABS

Kicking the door open in the tea room costs Rick an arm and lands him in a laboratory of sorts. Rick's appendages regenerate relatively quickly, so don't worry too much about it. Pick up his severed arm and use it as a melee weapon while you have a look around. Smash the crates in the room with the stasis tanks to uncover a number of Boreworms. Stomp these blood-filled critters to gain additional BLOOD Points.



The next piece of the first Jen photo is on the floor of the room to the right of the stasis tanks. Rick can't help but pick it up as he enters the room with the desks and x-rays.



GRAMOPHONE #3

Enter the research room to the right of the row of stasis tanks. The room is cluttered with desks and x-ray equipment, but there is a gramophone in the far right-hand corner. Listen to it to hear Dr. West comment on the reception his theories on necrobiology get from the Miskatonic campus.



Enter the room located between the stasis tanks and use your dismembered arm to pulverize the Homini that attack. Continue swinging it until it disintegrates and all of the enemies are dead—whichever comes first. Ignore the spiked 2x4 on the floor for now and finish off the rest of the enemies here with barehanded attacks to leave the weapon in good form. A spirit of sorts prevents Rick from leaving this room until the last of the enemies have been defeated.



West Mansion
PHASE ONE: SATAN'S MASQUE



GRAMOPHONE #4

The room where the enemies attack also contains a gramophone. It's on a table against the back wall. This one contains Dr. West's comments about his taking a job with the university—for the fourth time in one hundred years!



Pick up the spiked 2x4 off the floor on your way back into the central room. Four Student Forgotten burst from the tanks and attack. Knock them aside quickly with the Batter Up attack, then charge an overhead Skullcrusher to really flatten them. The Student Forgotten are susceptible to Splatterkills, which can be done while carrying a weapon. Finish off the enemies in this room to lift the seal on the locked door. Kick open the door and continue up the ramp.

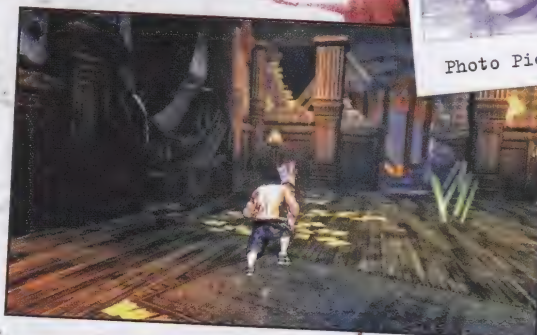


CONSERVE THOSE WEAPONS!

The encounter with the lesser enemies in the lab and the Student Forgotten in the main room illustrate the importance of getting the most out of each weapon you pick up. Non-fleshy weapons are usually found where tougher enemies lurk. The battle with the Student Forgotten would be much tougher if you wasted the spiked 2x4 on the Homini in the room with the x-rays. Don't use a weapon if you don't need it—but always remember where it is and take it with you before you move on to the next fight.



Continue through the corridor to the room with the green glow coming out of the cracks in the floor. The next section of Jen's shower photo is on the floor, to the left of the cracked floor.



Make your way through the hallway beyond the door to the room with the eerie green glow emanating from the floor. Approach the cracks in the center of the floor, leap high into the air, and press the Directional Attack button to smash through the floor.



THE EYEBALL AND THE STAIRS

Rick lands in a room crawling with Homini and Student Forgotten. The far end of the room contains a large stone seal with eight small orbs radiating out from the center. This seal controls your exit from this room, but you need to feed it blood to activate it. Use the spiked 2x4 you carried from upstairs to lay waste to the enemies in this area. The weapon will probably break before the enemies run out, so be ready when this happens.

Use leaping Stage Dive attacks against individual Student Forgotten and wide-swinging radial attacks and Pimp Hand Strong strikes against the Homini. Look for opportunities to initiate a Splatterkill against one of the Student Forgotten, since it's possible to tear their limbs off and gain a new fleshy weapon.



The Student Forgotten are capable of grabbing Rick and biting him until he breaks free. Shake the Movement Controls back and forth violently to break free as quickly as possible—if you act fast, Rick will flip the enemy over his shoulder and slam its forehead into the ground. Act slowly and, well, Rick will be lucky to come out alive.

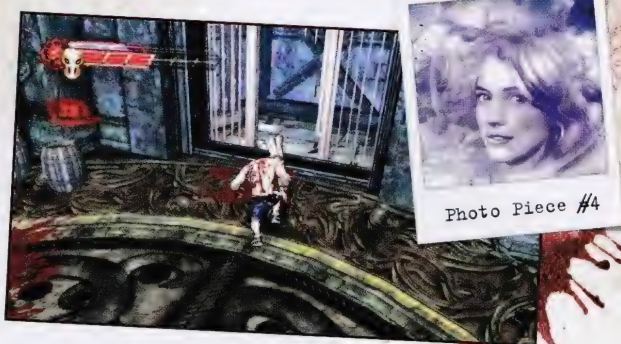


Continue spilling blood to light each of the eight orbs around the perimeter of the seal on the wall. Smash the crates in this room to find any additional Boreworms, then approach the eyeball in the middle of the seal and punch it to reveal a secret spiraling staircase in the middle of the floor.



Descend the stairs to find two of Rick's former classmates—now zombified! Grab the spiked 2x4 in the center of the floor and bash them to pieces as they exit their cell. Smash the crates and barrels in the room for additional BLOOD Points and head down the lengthy staircase towards the fire-lit torches in the distance.

The final piece of the photo of Jen in the shower is on the floor in the unlocked cell. Be sure to grab this piece of the puzzle before exiting the room. Completing this first photo unlocks the "Jen Smells of Rot... of the Grave".



THE INNER SANCTUM

The room beyond the heavy metal door looks abandoned at first, but numerous Ghosts begin crawling up from the cracks in the floor. Wait for them to gather in small groups, then



leap up and blast them with an overhand Skullcrusher attack. Keep this up until the 2x4 breaks, then shift to a more careful approach. Roll to avoid the Ghosts and keep from being surrounded. Use Splatter Siphon to recover health whenever Rick's Health Meter drops below 50%. Look for good opportunities to string Splatterkills together quickly to do away with enemies while making sure Rick doesn't suffer additional damage.



DON'T FORGET TO GUARD

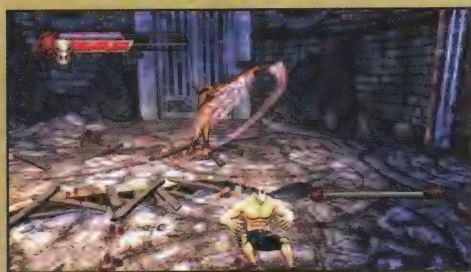
It can be really difficult to escape fatal damage once the Ghosts initiate their attack combo. Trying to punch back is almost impossible once one of these things begins its claw attack. Hold the Guard button instead to shield Rick from further damage and either roll away or punch back once the enemy stops.



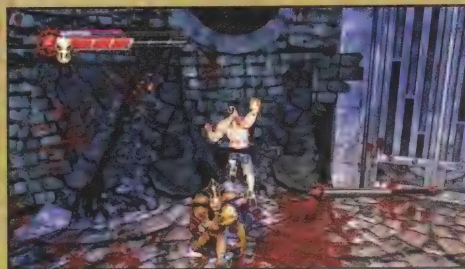
Mini-Boss:

Teratoid

The beast that tore Rick's arm off earlier is back for more—and this time there's no floor for Rick to be thrown through! This creature is known as a Teratoid—it's part bull, part human, and it's got a whip-like appendage for a right arm. Teratoids can withstand a considerable amount of punishment and they have the ability to regenerate health if given the chance. Teratoids attack with uppercut punches, by slashing their lengthy arm out like a whip, and by emitting a high-pierced screech that spreads out in all directions. Immediately use Splatter Siphon if Rick is hit by any of these attacks.



The key to defeating a Teratoid is to move in quickly, land five to six quick strikes, then roll away before it can counterattack with a leaping chest-bump that sends Rick flying backwards through the air. Move in close and unleash a Scent of Death barrage, then quickly leap up and hit it with a charged Pit Clearer attack. The Pit Clearer inflicts tremendous damage, evident by the large drop in the Teratoid's health gauge. Roll away, wait for the Teratoid to perform its attack, then dash forward and continue the beating.



Keep up the barrage of punishment until the Teratoid glows with a red highlight. Then, get close and initiate a Splatterkill. Performing a Splatterkill against is not as straightforward as it is with lesser creatures. First, push up with both control sticks as shown by the on-screen prompts to choke the Teratoid with its lengthy arm. The Teratoid will lunge forward in an attempt to break free. Be ready for this and rapidly tap the button that is shown flashing on the screen (random). If successful, Rick will decapitate the Teratoid using its own arm. Failure to press the button in time will not only allow the Teratoid to break free and continue the fight, but it will regain a moderate amount of health.

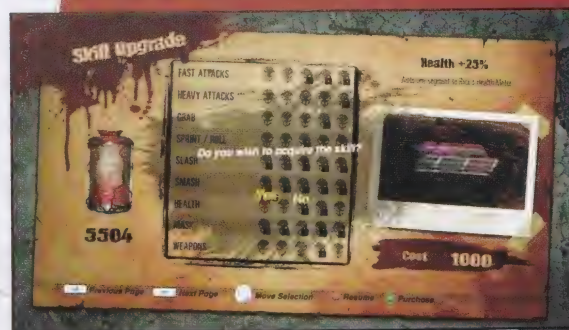




SHOPPING WITH BLOOD!

Defeating the Teratoid earns you access to the Moves List and Skills Upgrade screens. Now you can spend the BLOOD Points you've been collecting. If this is your first time playing through Story Mode, you should strongly consider purchasing the first Health +25% upgrade. This game gets very difficult in Phase Two and Three, but you can tilt the odds in your favor and smooth out the difficulty curve by making sure your first two purchases are spent enlarging your Health Meter. You may not be able to afford the second Health +25% upgrade just yet, but you can access the Skills Upgrade screen any time. Save your remaining BLOOD Points (they carry over) for use during Phase Two and purchase the second

Health Meter upgrade as soon as you accumulate 4000 BLOOD Points.





Phase Two The Doll that Bled





Rick, transformed, pursues Jen and West through a dark house. A portrait of West's wife reminds Rick of his love; twins, separated by time and death. Some furniture is broken, a spirit is laid to rest, and a portal carries Jen into forever after.

PRIMARY TACTICS

Phase Two introduces two new key gameplay elements. The first is a side-scrolling segment that is very much a throwback to the original *Splatterhouse* games. Careful footwork and timely jumps are paramount. Be patient and utilize every inch of available ground you have—one wrong step could mean instant death for Rick! The other new element to watch for is the presence of blue Demon Homini enemies that can kill Rick with a single strike. Purchase the second health upgrade, a weapon upgrade, and the Ram attack. The Ram attack allows Rick to shoulder-slam these ferocious creatures and gain the upper hand before they can decapitate him. Consider investing additional BLOOD Points into The Tenderizer or Windmill attacks.

COLLECTIBLES & UNLOCKS

PHOTO PIECES	GRAMOPHONES	UNLOCKS
4	3	Splatterhouse classic game and Berserker Mode

WEST MANSION

FEED THE BLOOD CIPHERS

Descend the stairs leading deeper into the dungeon beneath West Mansion, but keep your guard up! One of the Student Forgotten breaks through the wall and attacks. You can't avoid its grasp, but you can shake free! Pummel it into submission and initiate a Splatterkill to finish it off. With any luck you'll get the opportunity to rip its arms off and gain a weapon. Kill the enemy to dispel the seal blocking the door at the bottom of the stairs.



The room beyond the door contains two stone statues known as Blood Ciphers. These Blood Ciphers are fed via the holding tanks on either end of the room. Turning the valve between the tanks kills the enemies inside and feeds their blood to the statue, but it also raises the nearby gate and releases a gang of enemies.

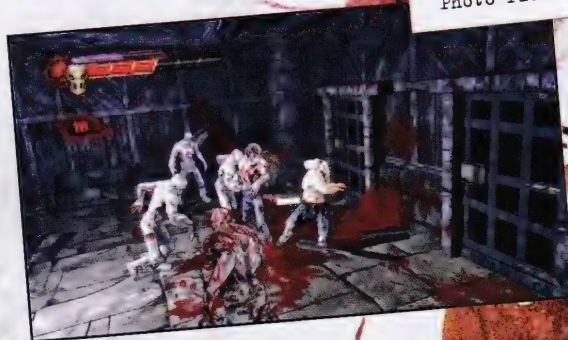
Approach the valve to the left of the Blood Ciphers first and turn it. Launch into battle against the Corrupted that pour forth from the large gate that opens to the right. Beat them back with a flurry of punches and charged attacks and use Splatterkills to gain enemy arms to use as weapons. Fleshy weapons like arms break down very quickly, so it's important to not pass up an opportunity to gain another one.



The first piece in the next photo is in the back right-hand corner of the cell—behind the gate to the left of the Blood Ciphers. Rick doesn't need to open both gates to proceed out of this area, so be sure to open the one to the left of the Blood Ciphers first if you're not going to open both of them.



Photo Piece #1



The Blood Ciphers both activate once either of the valves has been turned and all of the enemies in the vicinity have been defeated. You can exit the area immediately by punching the eye that matches the sigils on the floor. These can be hard to see after only opening one valve, so look for the outline of a symbol in the pools of blood. That said, be sure to get the photo in the cell on the left before punching the correct eye, or you'll miss your opportunity to complete the Phase Two photo of Jen. Punching the incorrect eye will make it possible to turn the other remaining valve and battle a second wave of enemies (use the spiked 2x4 inside the crate on the left).



OPEN BOTH VALVES

It's a good idea to intentionally punch the wrong eye, so you can harvest as many BLOOD Points as possible from the enemies in this area. The right-hand cell also contains a number of crates harboring Boreworms. Don't pass on an opportunity to spill more blood—purchasing the next health upgrade is crucial! Use the spiked 2x4 inside the right-hand room (break the crates) to aid in the battle.

TORTURE IN THE BOILER ROOM

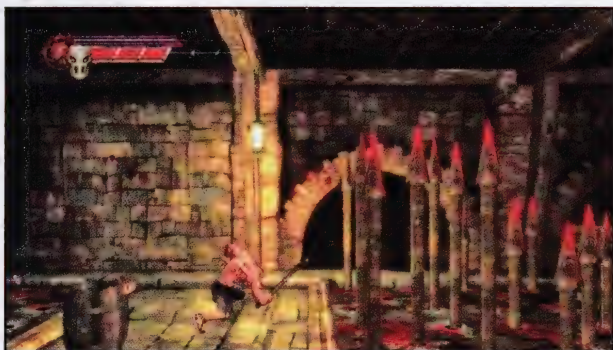
Rick automatically descends a secret staircase to a narrow corridor filled with torture devices and hordes of Homini. Pick up the meat cleaver (or continue using the 2x4 and return for the cleaver once the 2x4 breaks) and start down the path to the right, but not before smashing the crate full of Boreworms to the left. Use your weapon to smack the Homini out of the way while you continue the route to the large wooden barricade. The Hits to the Dome attack is an excellent way to rapidly swat enemies out of Rick's way and splatter them against the "fourth wall".

CHECKPOINT!



A SIDE-SCROLLING HOMAGE

Splatterhouse is peppered with scenes like as this side-scrolling segment that hearkens back to the original game from the 1980's— with much-improved graphical fidelity. The combat in these segments is typically much easier due to the confinement to a two-dimensional plane (Rick can only move left or right), but there are often some very tricky jumping and movement challenges based around the avoidance of elaborate torture devices. You'll get to see the inspiration for yourself when you complete Phase Two and unlock the original game!



Beyond the second wooden barricade, there are a series of gaps in the floor where massive spiked balls swing back and forth on heavy chains. Stand several steps back from the edge, wait for the spiked ball to swing past, then sprint and jump across the gap. It may take some practice to get a feel for Rick's abilities. Several of the landing segments are quite narrow. Be sure to come to a quick halt, then slowly back up to the previous edge to gain as much sprinting room as possible before making the next leap.



Battle past the Homini beyond the swinging spiked balls and leap over the pits of fire to the stairs up ahead. Use Splatter Siphon against the fodder that attack on the stairs to regenerate any lost health from painful brushes with the spears. The three narrow panels of floor spears up ahead are spaced very close to one another, making it very likely that you'll sprint past one and into the next. Don't sprint! Get close to the spears and roll across as soon as the spears lower into the floor. Smash through the wooden barricade up ahead to drop to the lower level.

DUNGEON MASKS

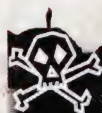
The room beyond the tunnel you drop into contains a locked wooden door that is opposite your entrance and a gated area to the left and right. Approach either gate and lift it by first pressing the Grab button, then push up on both control sticks. Defeat the Ghosts in this area to make the first of two golden masks lower on a chain near the locked door. Raise the other gate and kill the enemies there to make a spike protrude from that mask.



Raise the gate to the left of the locked door and smash the crates inside this area. The next piece of Jen's photo is under a crate in the back left-hand corner.



Many more enemies will enter this area. Defeat several of them, but lure one or two in front of the area with the golden mask. Grab hold of one of these little creatures, face the mask with the spike sticking out, and press the Directional Attack button to throw the enemy at the spike to impale it. Continue fighting the Ghosts until the second mask lowers all the way and its massive spike is extended. Grab another enemy and throw it at this second spike. The weight of the creatures dangling on the spike is enough to lower the masks all the way and hoist the door open.



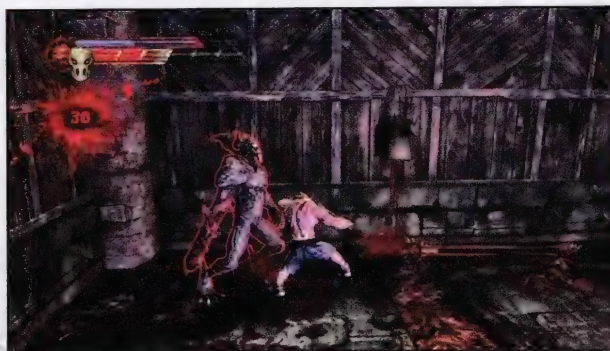
TIME TO GO SHOPPING?

Have you bought the next health upgrade yet? What about the weapon durability upgrade? Access the Skills Upgrade screen and purchase both of these upgrades, along with the Ram attack as soon as you can. The next fight is going to be tough!

Pick up the meat cleaver in the hallway and make your way to the next dungeon area. Rick must once again impale a pair of Ghosts onto the spikes sticking out of the golden masks, but not until he deals with the Teratoid in the area to the right. The Teratoid is accompanied by several lesser creatures and the larger beast's presence stirs the smaller creatures into a frenzy.



Rush the Teratoid's henchmen while you have the cleaver and start hacking away. Use Splatter Siphon to draw blood from the Teratoid and its sidekicks if necessary, otherwise keep up the pressure. The cleaver can chop through the other enemies during a follow-through, so you needn't worry about them. Roll away to avoid obvious attacks, then dash back towards the Teratoid and continue the assault. It's possible to gain the upper hand in this battle quickly with the cleaver, especially by backing the Teratoid into the corner. Remember that the Splatterkill action for the Teratoid requires tapping a randomly chosen button after the sequence with the control sticks. Watch for the button to flash on-screen and quickly begin tapping it. It's also possible to defeat the Teratoid without using a Splatterkill, but it will probably regenerate some lost health at least twice.



Raise the gate on the other side of the room and quickly begin pummeling the enemies behind it with the spiked 2x4 lying on the floor. Kill the creatures here to make a spike emerge from the golden mask near the door. Set down the weapon and lead the next wave of enemies towards the spiked mask. Throw one of them onto the spike to impale it, then grab the weapon and bash the others until the next spike appears. Put the weapon back down and impale another enemy on the spike to lower the mask and raise the door. Rick can sometimes knock a Ghost onto a spike, but it's best to set the weapon down and use the old heave-ho! Continue through the crate-filled hallway beyond this door to the next room.

POWERING THE DUNGEON GATE

Raise the gate on the right and gather up the BLOOD Points from the Boreworms inside the crates while continuing on to the power switch in the distance. Battle past the enemies in this utility corridor, pick up the lead pipe, and throw the switch to extend the four spikes flanking the door in the center.



Raise the other gate to draw the Ghosts out to the center room. Use the lead pipe to bat the Ghosts across the room at the spikes. The Hits to the Dome attack (weaponized Pimp Hand Strong) is especially useful for swatting enemies into walls and spikes. You may want to set the weapon down in order to pick up and throw the enemies, but batting them around works well too. Kill all of the enemies and impale at least one of them on the spikes to open the door. Don't forget about the lead pipe before you leave. Ascend the stairs and slip through the iron maiden to access the upper hallway.



CHECKPOINT!

A BLOOD-SOAKED ILLUSION

Grab the meat cleaver and kick open the door to find a spacious and empty room—is that Jen? Rick suddenly finds himself in a room flowing with blood. Enemies burst forth from bubbles in the crimson liquid and it's clear that Jen is not here. Use the cleaver to perform the Hack and Slash and Jenny Hana attacks to slice through the beasts and break free from the blood-soaked illusion. Exit the otherwise vacant room via the door on the right and make your way through the hallway. Continue past the numerous portraits and masks to the door at the far end.



Run straight to the crate (to the right of the bed) and smash it to uncover a spiked 2x4. Put the weapon to use against the dozen or so lesser Corrupted that attack. Swing hard and often to knock them into the walls of the bedroom.



GRAMOPHONE #1

There is a gramophone in the corner of the bedroom, on the right as you enter through the door. Activate the recording to listen to Dr. West's comments on what he refers to as the "longevity process." You can listen to it while you battle the Corrupted if you'd like.



Exit the bedroom through the door leading into the long narrow hallway. The blue-glowing enemy that you see in the distance may appear similar to the fodder you've just crushed with the spiked 2x4, but this one demands your full attention. This fast-moving Demon Homini is capable of cutting Rick's head off with one quick slash of its claws. Even though the one in this particular hallway isn't terribly aggressive, you must proceed with caution. Sprint and roll forward to close the distance—it's less dangerous when it can't jump at Rick—and bash it against the wall with the weapon. Smash the crates beyond it to find a large batch of Boreworms.



Stand on top of the circular platform at the end of the hall to the left, then leap up and charge a Directional Attack. This can be done with or without a weapon. Slamming this button-like platform opens the gate across the intersecting corridor. It also activates a series of giant sliding spike-covered walls for Rick to navigate. These sliding walls of Spikes are razor sharp, but Rick can make it past them without much trouble. Stick to the side of the wall opposite that which the spikes retract into and wait for them to begin to retreat back into the other side. Sprint safely past the trap before it emerges from the wall once again. Cross back through the earlier hallway to continue on.



AMBIENT SLAUGHTER

The next hallway has three more sliding walls of spikes for Rick to avoid. Be patient, get close to the spikes, then sprint past when they retract into the wall. Turn the corner past the third wall of spikes and battle your way up the stairs past the gang of Student Forgotten to the door. This can be a tricky battle if you forget to use Splatter Siphon. Steal their health!



UNLEASH THE RAM

The battle coming up in the next room will be much easier if Rick has the Ram attack. Visit the Skills Upgrade screen and purchase the basic Ram attack for 1000 BLOOD Points. This is a good time to purchase The Windmill also, if you haven't already.



GRAMOPHONE #2

There is a gramophone on the bench between the two large doors in this room. Listen to Dr. West talk about his lack of offspring. It sounds like you've been killing a lot of his "children" today. He's not going to like that.



The seal blocking the left-hand door will not be lifted until every enemy in the area has been dealt with, and that means killing whatever is behind the two doors flanking the gramophone. The door on the right merely contains a handful of Homini, ripe for being run over by the Ram attack. The door on the left contains a single Demon Homini and this one is quite the handful.

The small dormitory behind this door is just the right size to permit the Demon Homini to lurch forward, delivering instant-death to Rick if it hits its mark. Counter this by kicking the door open and immediately unleashing the Ram attack to knock it backwards. Follow up with another Ram, then unleash The Tenderizer and multiple Stage Dive attacks to keep it off balance. The Demon Homini variant of this species is tougher than their pinkish cousins—do not let up until you are positive that this thing is dead!



Kick open the door to the left of the gramophone and battle past the Demon Homini enemy in this area. The photo piece is on the floor at the rear of the room, between the beds.



GRAMOPHONE #3

There is another gramophone not far from the second one. Kick open the door to the right of the gramophone in the main room. Run down the Homini with the Ram attack and activate the gramophone in the far corner. Listen to Dr. West talk about his plans for the student body at Miskatonic.



Kick the yellow door open once the seal has been lifted and proceed through the hallway beyond it. Use Ram and The Tenderizer to battle past the enemies in this section of the mansion to the next door. Kick it open and jump down.

Rick drops into an exorbitantly furnished room that appears to be suspended upside-down. Another seal blocks progress through the large door leading out of here. Numerous Ghosts clamber in through windows and descend from the floor-turned-ceiling. Stay on the move to avoid being cornered and string together numerous attacks to boost your BLOOD Points. Another Demon Homini appears—hit it with Ram to gain the upper hand, then work it into attacks on the other enemies to spill extra blood per attack. Use radial attacks like Pimp Hand Strong and The Windmill to swat away enemies on all sides, or draw them in close and punish them with a Pit Clearer.



CHAOTIC FURNITURE

Traverse the hallway to where it turns to the left and immediately hug either wall to avoid the nonstop barrage of furniture sliding towards you. Let the first piece slide past, then sprint forward to the widening passage and duck to the right to avoid the next, larger, piece of furniture. Sprint down the hall to the next widened area and duck out of the way of the next piece of furniture. The final battle for Phase Two is just beyond that door!



The final piece of Jen's topless nightclub photo is on the floor where this hallway widens. Dodge to the right to avoid the sliding furniture and pick it up on your way down the hall.



CHECKPOINT!

BOSS BATTLE

FURNITURE BOSS



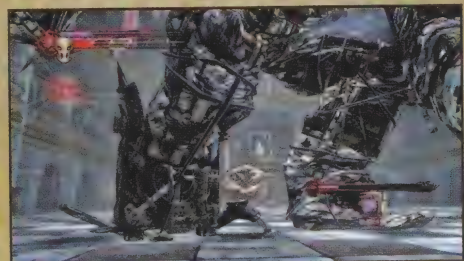
PART ONE

The doll was so much more than a child's play-thing! This towering, mobile pile of furniture and debris is unlike anything Rick could have imagined and it's not wasting any time before it attacks. Keep your distance and sprint laterally left to right, back and forth, while the heavy winds keep additional detritus aloft near the creature's head. It's going to hurl these various objects at Rick's position. Rick can avoid them all by sprinting and rolling out of the way.

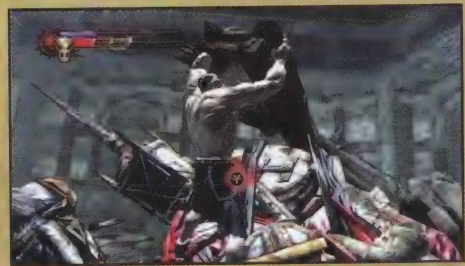
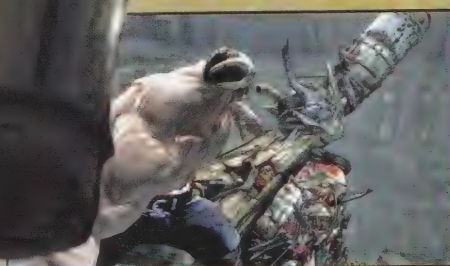


Sprint forward towards the creature as soon as it hurls the final piece of furniture at Rick. It can launch its "hands" at the ground to slam into Rick, so close the distance on him quickly and take a somewhat circular path to it to avoid being struck by its retractable appendages.

Now it's time for Rick to start delivering some punishment. The beast is going to attempt to stomp, punch, and even blast Rick with a shockwave-producing jolt from its left hand. Do your best to sprint and roll away from these attacks to maintain a safe distance behind the creature. Dodge its attacks then quickly rush forward towards either of its feet and unleash a barrage of attacks. Hit it with Ram, Pimp Hand Strong, and The Tenderizer, then quickly back away and take evasive measures to avoid being struck. Watch your Health Meter carefully and perform Splatter Siphon whenever the meter gets more than half empty. Continue the assault until the beast's health gauge is empty.



Watch as Rick and the beast crumble through the collapsing floor of the mansion. Rick will perform some incredible acrobatics to land on the creature's head. Watch for the on-screen button prompts and rapidly tap the button that is indicated on-screen. This makes Rick slam the enemy over and over with a large piece of debris and eventually clear away the shell protecting the creature's face.



BOSS BATTLE

FURNITURE BOSS

PART TWO

Rick and the creature land on a lower level, with the furniture boss standing waist-deep in a hole of sorts. This brings its retractable arms right at Rick's height. Sprint and roll to avoid the beast's arm swings and projectile hand attacks while moving in closer. Stay away from the edge of the floor and instead wait for the creature to attack with its clock hand—sprint and leap laterally to avoid being struck. The spire on the clock will get stuck in the floor and give you plenty of time to attack. Hit it with Pimp Hand Strong and The Tenderizer (or upgrade to Face Melter) to rapidly drain the beast's health gauge. Fall back a few steps as soon as the clock-hand is lifted out of the ground and resume an evasive posture. Wait to go on the offensive until the clock is stuck in the ground once again.

Rick will climb up onto the beast's face as soon as its health gauge has been depleted. Watch the screen to see which button to press and rapidly tap it to make Rick rip the creature's mandibles off. Doing so removes the final barrier to the doll within the creature's head.

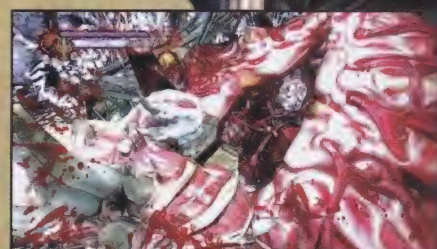
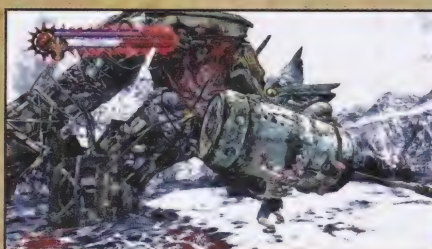


PART THREE

The final stage of the battle begins just like the first, with Rick dodging airborne debris and furniture. Sprint and roll with greater frequency this time, back and forth across the area as far away from the boss as possible to avoid the flying projectiles. Wait for the final piece of detritus to crash harmlessly to the ground, then quickly sprint towards the boss to resume the attack. It's going to move around and attack with greater ferocity during this portion of the battle. Try to stay behind it, unleash barrages of punches, then quickly back away to avoid being hit. Monitor the Necro Meter carefully and perform a Splatter Siphon whenever low on health. The Splatter Siphon can also be used to gain temporary invincibility if caught too close to one of the beast's shockwave attacks.



Drain the boss enemy's health gauge a third and final time to gain access to Berserker Mode. Press the Berserker button when prompted to have Rick transform into the form you originally saw in the lobby of West Mansion during Phase One. He'll catch the beast's giant foot just in time to keep from getting squashed. Rapidly tap the button flashing on the screen to make Rick flip the giant onto its stomach. Continue to follow the on-screen prompts to achieve victory.





BERSERKER!

Defeating the boss at the end of Phase Two unlocks the use of Berserker Mode going forward. Fill three blocks of the Necro Meter to activate an incredible power that gives Rick invincibility and increased attacking abilities. Use Berserker Mode against really tough enemies, or when completely surrounded and low on health.

Killing enemies while in Berserker yields a lot more BLOOD Points than normal attacks do.



Phase Three

In the Shadow of the Abyss





PHASE THREE: IN THE SHADOW OF THE ABYSS

The portal leads to a place that would have once seemed familiar, but now is alien and dead. Jennifer will die soon; an offering to elder gods. The moon covers the face of the sun. The first lock is starting to open; the Corrupted are coming.

PRIMARY TACTICS

Rick's journey through the shantytown introduces a couple of new mechanics and enemies that require special attention. Keep your eyes peeled for the red targeting rings that appear on the ground and quickly sidestep out of them to avoid being struck by a leaping Morlock. Use the lead pipe to kill them as soon as they land. Make efficient use of the weapons that you find throughout this area, so you don't face a cleaver-wielding Slaughterhouse Forgotten without a weapon of your own. Rick needs to make a number of acrobatic jumps in this area. Look for glowing white objects known as Jump Nodes and point Rick to each while pressing the Jump button. Try to remain calm and resist the temptation to sprint during scenes with collapsing floors and buildings, since this only makes Rick harder to control. His standard running speed is fast enough to escape danger.

COLLECTIBLES & UNLOCKS

PHOTO PIECES	GRAMOPHONES	UNLOCKS
4	0	-

SHANTYTOWN

AERIAL ATTACKS IN THE LANDFILL

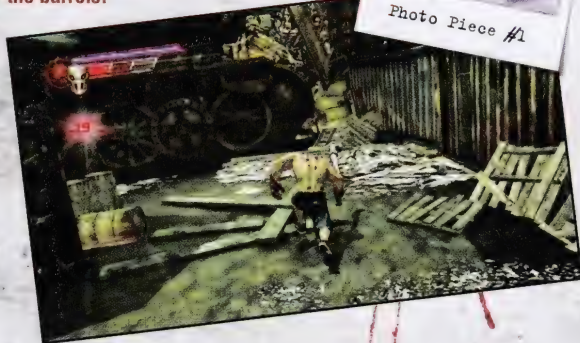
Rick's trip through the portal has dropped him in a landfill, on the edge of a desolate city. Grab the lead pipe by the destructible shack. This is near the place where Rick brushes himself off. Then, move out into the center of the landfill. The creature you see walking around in the distance is a Morlock. Morlocks attack in large numbers, primarily by leaping through the air in attempt to tackle Rick. Lead the pack of Morlocks back towards the center of the landfill and watch for glowing red rings to appear on the ground near Rick—these rings are your warning that a Morlock has leapt from a wall and is about to land. Step to the side to avoid the Morlock and watch it crash to the ground. Its failed leap attack leaves it dazed and immobile for a moment. Use the lead pipe to kill it. Morlocks may be very sneaky, but they're also very weak.



BARRELS OF BOREWORMS

Just because you're out of West Mansion, it doesn't mean that there aren't any Boreworms to be found. Smash small tin shacks (like the one near the lead pipe) and any metal barrels you encounter to continue your extermination of any and all Boreworms, in addition to the ubiquitous wooden crates, of course.

The first piece of this phase's photo is on the ground, in the far right-hand corner of the landfill. Make your way around the corner, past where the Morlocks were, to the dead end near the crane. The photo is to the right of the barrels.



Proceed around the corner to the dead end, near the pile of debris and the giant crane. Kill any remaining Morlocks in the area and return the way you came. A second wave of Morlocks awaits you in the center of the landfill. It only takes a single swing of the lead pipe to kill a Morlock. Stand still for a moment to bait a Morlock into leaping at Rick's position, sidestep the dive attack, then bash it with the pipe. Defeat all of the Morlocks in this area to trigger the toppling of a large metal container. Kill the Morlock that leaps out and ascend through the angled container up onto the shipping containers.



THE PINK CROSS

Notice the pink insignia on the inside of the metal container? Keep your eyes peeled for this symbol throughout the area; this visual clue tells you where to go next. There are some very tricky jumps later on this area and it might not always be obvious where to go. This large pink cross leads the way!

Run along the top of the containers to the console controlling the crane. When you destroy the console, a crane lowers a container into place, allowing Rick to cross over to the newly-opened door. Head inside and up the stairs to the first of two consecutive side-scrolling areas.



SPRINTING FROM SAWS

A pair of doors suddenly open behind Rick to reveal a massive meat grinder—time to run! The path ahead of Rick is littered with saws of all types. Some are in the floor, others emerge from within the wall at head level, and even more emerge at a lower height. Start running to the right immediately to avoid the meat grinder as it advances along the path after Rick. Sprinting makes it very difficult to time the mandatory leaps and rolls and isn't necessary to stay ahead of the meat grinder. Run at a steady pace to leap and roll to avoid the saws. Ram the Homini at the far end of the path to reach the shimmering white grate in the floor. Quickly leap into the air and strike the grate with a Directional Attack to break into the sewer below.



SEWER OF MEAT

The good news is that Rick no longer has a giant meat grinder chasing after him. The bad news is he's landed in a sewer flowing with blood and guts—and more of it is cascading down from pipes in the ceiling! Advance slowly towards the first of three meat showers. Wait for the blood faucet to turn off, then sprint forward past the splash zone. Continue this way past all three, keeping a careful eye on the ripples in the surface to see where the next shower of juice may appear.



Use the lead pipe to blast the Homini and Slaughterhouse Forgotten clear out of the sewers with rapid Hits to the Dome. Run and leap over the gap to the crumbling metal walkway. Move into position on the upper platform, wait for the fountain of blood to cease, then leap across before the walkway collapses. Do not try to leap over the flood of blood emanating from the pipes in the background—trying to do so knocks Rick on his back and possibly into the pit for an instant death. Stand three steps back from the edge, wait for the blood to stop, then sprint and leap across to the next platform before the current one collapses.



The final stretch of the blood-soaked sewers contains a number of spiked metal logs rolling from right to left. Run and leap over them as they appear. This is actually trickier than it looks, since hitting one of them will probably throw off your rhythm for the next one or two. Hitting the spiked rollers won't kill Rick, but it will certainly damage him. Make sure his Health Meter is full before reaching this part by using Splatter Siphon against the Homini earlier in the level.



Continue through the gate to the final section of the sewers. Pick up the 2x4 and unleash a rapid-attack barrage of Hits to the Dome to quickly and effortlessly fight your way past the horde of Homini and Slaughterhouse Forgotten up ahead. This is a fantastic place to splat numerous enemies against the wall and bring you that much closer to unlocking the "Blood and Lightning" and "The Blackest of Sundays" bonuses. Exit through the door at the far end to enter a much drier sewer tunnel. Leap off the end to fall into another portion of the scrapyard.

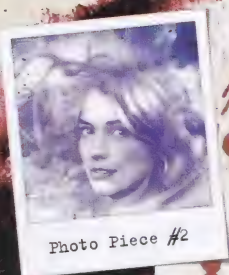
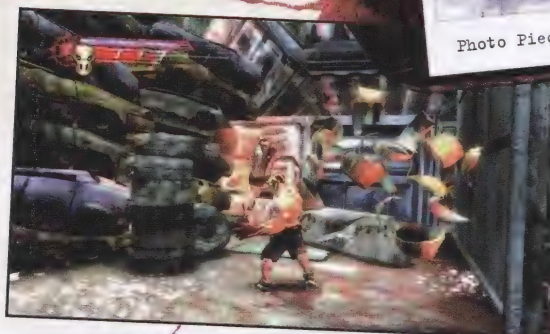


RAISE THE BUS

There is a bus blocking the path out of the junkyard, but that doesn't mean Rick is stuck. The bus is connected by chains to two large targets with spikes. Use the 2x4 to bat Ghosts onto each of the spikes to lift the bus out of the way. Ghosts will attack alongside Homini. Continue swinging the 2x4 to clear out the enemies and send the Ghosts flying at the spikes. Rick can pick up and throw a Ghost if the 2x4 breaks, but the Hits to the Dome and Batter Up attacks should get the job done before the weapon breaks.



Walk under the raised bus and turn immediately to the right. Knock the neatly arranged group of metal barrels out of the way to find a piece of Jen's photo on the ground underneath them.



Proceed through the alley beyond the raised bus and drop through the hole in the fence to the lower ledge. A train car crash on a bridge above is about to deliver a slew of Slaughterhouse Forgotten into the area—get ready for combat.



FORGOTTEN FIGHT!

The train crash has deposited a half dozen Slaughterhouse Forgotten around Rick and there's nowhere to hide! Pick up the meat cleaver on the ground near the large fan and start hacking away. Slaughterhouse Forgotten are similar to Student Forgotten, but they have the ability rip Rick's limbs from his body if they get close enough to perform their dismemberment attack. They are susceptible to quick attacks like the Face Melter and Windmill. Slash through the enemies near the fan to draw one with a cleaver out of the suspended train car. Slash this last one in two with the meat cleaver as soon as it touches down.



BREAKING ROOFTOPS

Drop onto the lower rooftop once the train car slides away and approach the edge. The only way to get across this chasm and reach the next rooftop is to perform a series of acrobatic leaps on the side of the dangling train cars. Rick can't just leap up and grab any piece of the train car. You must guide him to specially-marked Jump Nodes that glimmer white. Approach the edge of the building, use the Movement Control to point towards the flap of metal on the side of the train car glowing white and Jump. Now, quickly aim for the next Jump Node (up and to the left) and leap. Do this a third time to reach the uppermost Jump Node on the side of the train car. Wait for the car to spin, then leap onto the roof near the pink symbol in the corner.



The final rooftop isn't much sturdier than the train car he was hanging from. Quickly run towards the billboard and leap to the next rooftop. Don't stop once Rick is on the second roof. Angle to the left and stay on the move. Don't sprint, you may lose the ability to make sudden directional shifts during a sprint burst. Instead, just keep running towards the far left edge of the building and loop around to the Slaughterhouse Forgotten seen inside the adjacent building.



NO NEED TO SPRINT

Leaping to a Jump Node is not like a standard platforming jump, where Rick's distance is defined by his speed. Rick doesn't even need to be moving in order to leap to a Jump Node, so long as you are pointing the Movement Controls in the proper direction to highlight the Jump Node. Sprinting towards the edge in order to jump is a natural reaction, but it can throw your timing off and actually cause Rick to miss the jump. Don't do it.

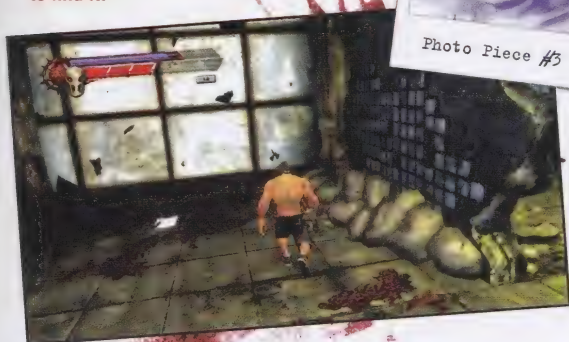
Aim Rick towards the Slaughterhouse Forgotten across the next gap and press the Jump button as soon as this enemy turns white, signaling it as the next Jump Node. Watch for the flashing on-screen button prompt and rapidly tap the Radial Attack button while Rick is airborne to make him knock the target down and land safely. Finish off the Slaughterhouse Forgotten soon as it gets up.



CONCRETE DECAY

The roof collapses on the gang of enemies around the corner to the left. Double back to the right to take on the Slaughterhouse Forgotten that bursts through the wall where you leapt to moments ago. Use the dropped meat cleaver to slash through the gang of enemies around the corner. After all, it's only fair to use a weapon if they're going to.

This next piece of the photo is on the ground just beyond the hole in the wall made by the Slaughterhouse Forgotten after the collapse. Step through the hole he left behind and turn to the right to find it.



Approach the edge of the building where the exterior wall is missing and note the cracked wall of the adjacent building. This is your next Jump Node, but Rick can't just jump to it, he's got to break through it. Press the Jump button to take flight, then rapidly tap the button you see on-screen to make Rick smash through the wall and land inside the next building.



Use the meat cleaver to fight your way through the crumbling building to the next mandatory leap. This one is just like the previous—jump across to the cracked wall and smash through it by rapidly tapping the button flashing on your screen. Make your way through the interior of this next building in a counter-clockwise direction. Keep to the outer edge of the room to avoid the crumbling floor.



A LEAP OF FAITH

The jump to the next rooftop is at the very edge of Rick's abilities. In fact, it's actually too far. Even though the building he's in is collapsing down around him, you must not hurry this jump. Running to the edge and leaping is a surefire way to get Rick killed. Instead, you must be patient while Rick actually rides the toppling slab of concrete down, if only for a moment. Run to the edge of the building (ignore the wooden bridge, since it collapses as soon as Rick gets close) and wait for the floor to crack and start to fall away. Hold your ground and don't press the Jump button until you see the edge of the next rooftop glow white, signaling that it is within Rick's reach.

Watch Rick pull himself up onto the roof and make your way over to the fallen radio tower. Carefully tiptoe along the tower to the interior of the next building.



UP INTO DEVASTATION

A Demon Homini and several normal Homini are quick to attack inside this next building. Launch into a Ram attack as soon as you step off the radio tower and get inside—this is the only way to ensure that Rick doesn't lose an arm, or worse! Slaughter the Homini and pry the metal elevator doors open to continue. Locate the Jump Node up on the right and leap to it. The elevator shaft begins to crumble beneath Rick; quickly leap up and to the left to the next Jump Node, then to the third higher up on the right. There are four total, plus a leap to the top floor landing.





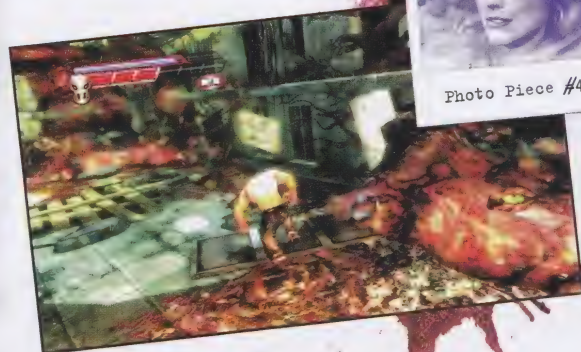
Kill the Homini on the upper floor and step out onto the window washing platform. Pull the lever to descend to the lower rooftop and perform one final jump-and-smash to leap across the gap and break through the wall of the adjacent building.



AN AEGIS ATTACKS

A tentacled creature known as an Aegis grips Rick as he enters this next building. It quickly flees, but not before letting Rick test the extents of its strength. Grab the machete on the floor and put it to use against the Morlocks in this area. The machete is capable of slicing the Morlocks into numerous pieces—Rick can use these various body parts as weapons if the machete breaks down. Ascend the angled piece of concrete after the Aegis knocks it down. It's time to fight!

The final piece of this particular photo is on the ground near the flaming barrel. Pick this piece up to complete the photo before pursuing the Aegis.

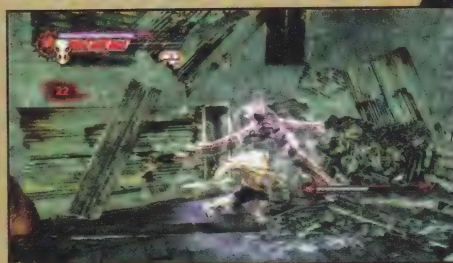


Mini-Boss:

Aegis

The Aegis is able to cast a protective aura over the Morlocks present in this area, making the lesser creatures invincible to barehanded attacks. Rick can still slice them in pieces with the machete, however. That may be so, but the machete does not last forever. Rick must kill the Aegis in order to defeat the other enemies in the area. The first step in doing so is to knock the Aegis down to the lower level of the room. Sprint past the Morlocks towards the two cracked concrete pillars and pummel them with a series of punches and backhanded strikes. Break both of these columns to collapse the upper level and drop the Aegis within reach.

The Aegis will twirl in place, emit a pink magical mist to protect the Morlocks, then teleport to another part of the room. The only way to hurt it is to strike it with the Ram attack as soon as it appears to briefly stun it and keep it from teleporting. Follow the Ram attack with a barrage of fast punches. Ignore the Morlocks for now (they are invincible as long as they have the green outline around them) other than to avoid being hit by their wall leaping attack.



Continue Ramming and punching the Aegis until it is vulnerable to a Splatterkill. Grab hold of the beast to initiate the Splatterkill and be ready to rapidly press the button flashing on-screen to make Rick grab the Aegis' lone eyeball with both hands. Press up on the both control sticks to have Rick rip the eye from its socket, effectively killing the creature.





The Morlocks become vulnerable to attacks again, once the Aegis has been defeated. Though weak, Morlocks can take a bit more punishment if Rick doesn't have a weapon to hit them with. Soften them up for a Splatterkill—this gives Rick an enemy head to throw at the other Morlocks! Exit through the hole that opens once the Morlocks have been defeated.



LADY LIBERTY IS HUNGRY

Slaughter the Ghosts near the statue of liberty's head to trigger the awakening of the first Guardian, the massive mouth that has taken up inside the famed statue. This Guardian is blocking Rick's advance and time is running out—better feed it quickly! Many Ghosts and Slaughterhouse Forgiven will flood into the area. Lure the Ghosts close to the mouth, pick one up, and toss it into the mouth to feed it. Rick can throw Slaughterhouse Forgiven into the mouth too, but they need to be softened up a bit before they can be tossed. Try to throw at least three Ghosts into the mouth before they've all be killed.





Phase Four
The Meat Factory





PHASE FOUR: THE MEAT FACTORY

Rick learns humanity's fate, and his part in it; an abattoir for men, their meats all neatly stripped from their bones. But it may not be too late. Rick butchers the butcher; West and Jen slip through his fingers and into another portal.

PRIMARY TACTICS

Rick gets to use two new weapons during Phase Four, but first he has to reach them. That means surviving a pair of challenges that test your ability to fend off attackers while paying attention to environmental threats. Try to keep the camera positioned in the direction you're trying to move to avoid accidentally retreating or getting twisted around inside the microwave and fan saw rooms. Similarly, the sidescroll trip through the bowels of the slaughterhouse are also going to test your patience. Move carefully and resist the urge to sprint because this will probably land Rick in a bit of trouble. Lastly, conserve at least three bars of the Necro Meter for activating Berserker Mode against Abhores. What are Abhores? You'll find out soon enough...

COLLECTIBLES & UNLOCKS

PHOTO PIECES	GRAMOPHONES	UNLOCKS
4	0	Survival arena: Slaughterhouse, Splatterhouse 2 classic game, and Splatter Slash skill.

SLAUGHTERHOUSE

SEGREGATED SOCIOPATHS

Ascend the stairs in the train car to the wall of meat blocking the way out. Pound away at the slab until it cracks, then grab hold and push outward with the control sticks to rip it open. Continue up the ramp and pick up the spiked 2x4 near the door. Smash the crates inside the hall and chase after the Homini to the room at the end of the hall.



This is the first of three segregation rooms. This particular one contains a large number of Homini and several Demon Homini. Immediately put your 2x4 to use and unleash a series of Hits to the Dome to splatter the frail creatures against the wall. Hits to the Dome can even kill a Demon Homini with a single swing, but don't underestimate the danger of being in a room with two or more of these bluish creatures. Watch their positioning closely and don't hesitate to activate Berserker Mode if either of the Demon Homini starts to flank Rick from multiple sides. Even with multiple health upgrades purchased, the Demon Homini can still slice a limb from Rick's body, thereby making it much more difficult to fight. You won't need the second 2x4 beyond this room, so pick it up as soon as the one you enter with breaks.



INVEST BLOOD WISELY

The dozens of Homini in the first segregation room are a gift of sorts. Use the thousands of BLOOD Points you earned to purchase the final weapon durability upgrade if you haven't already. This upgrade costs 8000 BLOOD Points and these early battles should put you really close to the mark.

Exit the room when the door opens. Immediately pick up and swing the meat cleaver on the floor—there's a Demon Homini at close range! Make your way through the narrow maintenance corridor to the chain link fence around the corner. Kick the fence open and descend the stairs to the next battle room.

This room contains just a small handful of Slaughterhouse Forgotten, each of which can be slashed in two with a single Scissor Run attack. Grab hold of one to perform the Field Dressing attack to earn even more BLOOD Points! Exit through the door that opens and kick open the gate in the fence to splatter the Homini on the other side. The third segregation room is up ahead.



MINI-BOSS: ABHORE

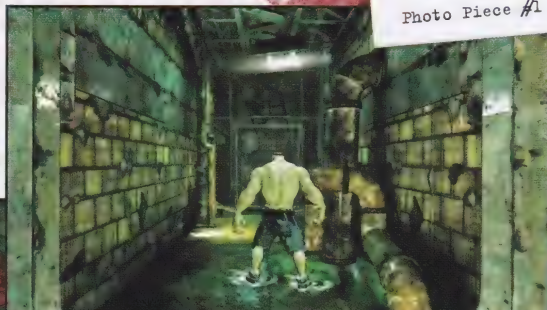
The Abhore is the most advanced form of Forgotten. It's the largest, the strongest, and it has the most powerful attacks. In fact, Rick's normal attack set—radial attacks to be precise—can't even harm it. Rick must use charged Directional Attacks such as the Your Face, My Fist and Twisted Hammer attacks. Attacking with lengthier charged attacks does inflict considerable damage, but at great risk. The Abhore has tremendous reach thanks to its oversized club-like appendage that can interrupt Rick's attacks and counter with a vicious frontal assault. It's best to attack once with a powerful charged attack and quickly roll away to the side to avoid being hit.



Taking on a single Abhore with barehanded attacks is a viable option, but it's best to use Berserker Mode whenever possible against creatures of this order. Rick's Berserker attacks can slice the Abhore to pieces and leave it hemorrhaging on the floor in a matter of seconds. Abhores eventually attack in groups of three or more—make sure you have at least three full bars in the Necro Meter at all times!



Defeat the Abhore and step out into the hallway leading to the force-feeding room. The first piece of this phase's photo of Jennifer is on the floor in the hallway.

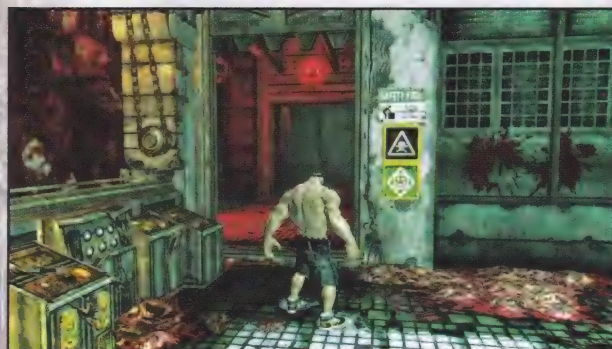


FEEDING TIME!

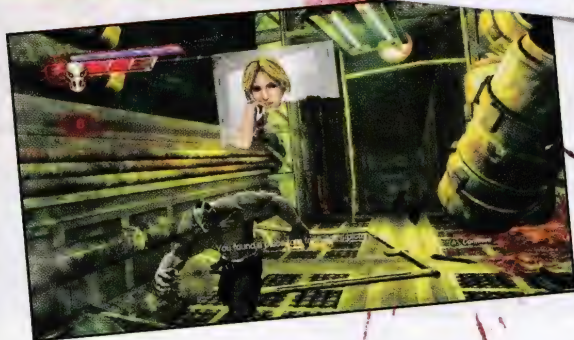
The feeding room is crawling with hungry Ghosts and it's your job to get them to take a seat. Smack the group of Ghosts with a Pimp Hand Strong attack to scatter them, and then lure them over. Hopefully just one or two at a time, to the row of impalement chairs. Grab hold of a Ghost, carry it to an empty chair, and press the Directional Attack button to slam it down on the spike sticking out of the seat. Impale three Ghosts on the empty chairs and watch as the chairs automatically move to the microwave chamber where the Ghosts become little more than a memory. A very red, sticky memory.



Rick must enter the room through a malfunctioning microwave corridor. Stand back and wait for the microwave to cycle on and off once before sprinting through the room to the next hallway. If Rick is in the room when the red light turns white and the microwaves start emitting it will kill him instantly.



The next piece of the photo is very difficult to spot because it's on the ground behind a pipe. Advance slowly through the hallway, beyond the first microwave (in the feeding room), and look on the left-hand side for the photo. If you reach the turn in the corridor, you went too far.



Descend the ramp to the group of Homini around the corner and Ram straight through them to the heavy metal doors. Pry the doors open to continue towards the slaughterhouse's primary microwave room.

A HOT CLEAVER THROUGH BUTTER

There is a meat cleaver on the ground near the boiler. It is located in the dead-end corridor—beyond the metal doors. Cross the main hallway and advance slowly to the corner opposite the doors. Watch for the boiler's flames to spew forth and die off briefly. Sprint or roll towards the boiler, grab the meat cleaver, and sprint back before the flames heat up again.



MICROWAVE-READY

The massive microwave room is separated into three parts, each with its own different set of microwave emitters. The microwave in each segment turns on and off at roughly thirty second intervals. There aren't any doors blocking off the segments, so it is entirely possible to stray from the safety of an "off" microwave into the head-exploding danger of one in the "on" position. Fortunately, there are red and green lights on the wall to help alert you to which room is safe to enter. Keep in mind that the lights on the side walls indicate the status of the current room, whereas the lights near the doorways reflect the microwave status of the next room.

Battle the Homini in the first microwave room while keeping a close eye on the lights near the door. Listen for the *ding* that signals the microwave timer has finished and move close to the doorway. Wait for the red light to turn green and quickly roll into the next segment before the microwaves activate in the first.



Try to keep the camera facing in the same general direction, so you don't get turned around in the second section of the microwave room. Fend off the Homini and Ghosts with Pit Clearer and Crowd Surf attacks while listening for the telltale *ding* of the microwave. Sprint to the safety of the third microwave sector as soon as it turns off. Many more Ghosts will attack in this final section of the microwave chamber. Fend them off—use Berserker Mode and/or Splatter Siphon if necessary—and exit as soon as the metal gates open. The floor of the next room will open and drop Rick onto a conveyor belt far below.

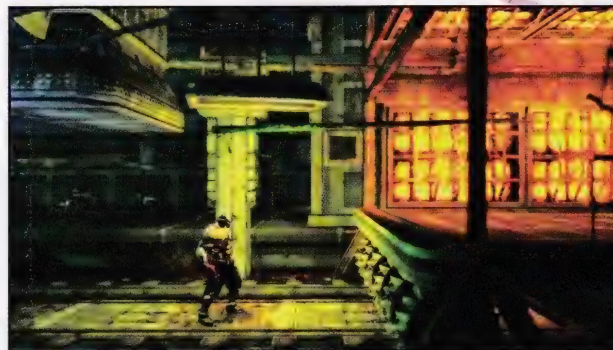


CONVEYOR BELT SIDE-SCROLL

Ride the conveyor belt to the right, punching the Homini out of the way as you proceed. Move slowly, there are a number of heavy presses rising and falling from the ceiling up ahead. There isn't much space between them and getting hit delivers instant death to Rick. Wait for the press to retract into the ceiling then roll and run forward, just beyond its far end. Don't sprint too far. If you do, Rick will probably be squashed by the next press. Leap up onto the solid ground near the boilers.



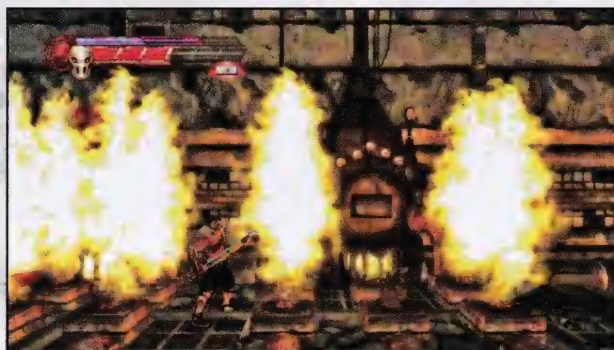
The next section of this side-scroll scene contains a number of short conveyor belts and spinning gears that Rick must leap across while dodging rising and falling metal machinery. Walk slowly against the motion of the given platform and wait for the vertical obstacles to zip past before leaping across to the next platform.



Fight past the Homini and Student Forgotten en route to the fire jets near the boilers. Stand by the fire jets and study their pattern for several cycles, then carefully step onto the first jet when it extinguishes. Advance one step to the middle jet when its flame goes out then sprint to safety at the first chance. Run and leap over the metal near the flame up ahead and pick up the lead pipe in time to bash the Homini entering through the door.



The pattern for the next series of flaming jets is a little different, but the same tactics apply. Step onto the first jet as soon as its flame goes out, then sprint to safety when the next ones extinguish. Pause in the small piece of solid ground between the second and third boilers, then make your way past the final three jets (just like the first set) and run and leap onto the moving platform. Continue through the gate to the hallway leading to the slaughterhouse control room. Use the lead pipe to battle past the Homini crawling about in the dark.



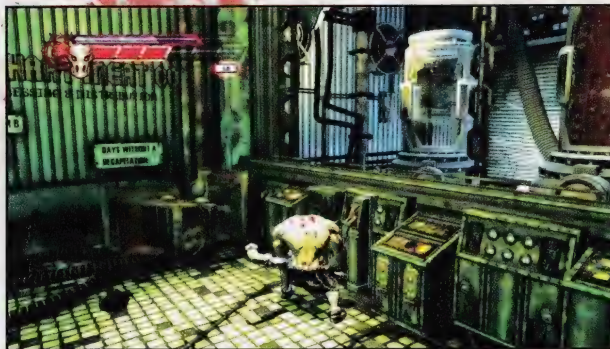
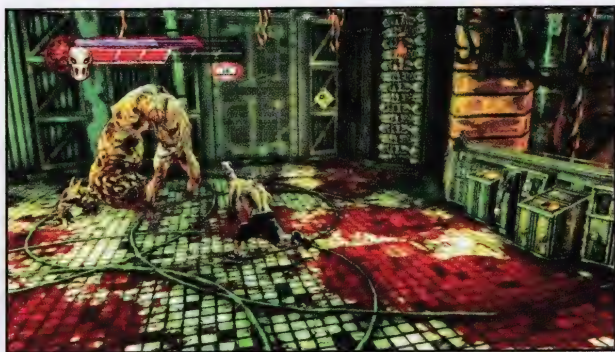
CONTROL ROOM SLAUGHTER

Pull the lever in the center of the console and watch the two empty tanks behind the window descend into the floor as the doors to the neighboring slaughter rooms open up. Rick must cause enough carnage in each of the aptly-named slaughter rooms to fill the tanks with blood. Visit Slaughter Room A first, the sign is on the wall near the door.

This piece of the photo is on the floor in Slaughter Room A, opposite the entrance from the control room. Smash the nearby crates and pick up the photo before throwing the lever to make sure you don't overlook it during the battle.



Throw the lever in Slaughter Room A to start filling the tank with the eviscerated corpses that dangle from the ceiling. Use the lead pipe you found to fend off the Ghosts while the tank fills. An Abhor enters to attack shortly after the battle begins. Don't waste the lead pipe's durability on it! Put down the weapon and activate Berserker Mode to clear the room of enemies while the tank finishes filling. Another option, if you do not have enough Necro available to activate Berserker Mode, is to use hit-and-run attacks. Roll away from the Abhor and load up on health with Splatter Siphon, then roll forward and hit it with charged attacks. Repeat until it becomes vulnerable to a Splatterkill.



BOREWORM COMBO

Try to avoid smashing the crates throughout the slaughter rooms until you are in the midst of a battle. Not every crate has Boreworms inside it, but waiting to break the crates until during a battle makes it possible to add the Boreworm's blood to the active combo and multiply the amount of BLOOD Points you earn for the effort.

Cross back through the control room to Slaughter Room B and pick up the lead pipe. Pull the lever in this room to initiate the filling sequence. Three spikes emerge from the wall opposite the door just as a number of Ghosts attack. Use the lead pipe to bat the enemies into the spikes. Machinery will lift these spikes up to a grinding mechanism once a Ghost has been impaled on each of the three spikes. Three new spikes will replace them. Kill the Slaughterhouse Forgotten that enter the room then continue impaling the Ghosts on the second batch of spikes. Impale six Ghosts to fill the tank. Return to the control room and ride the elevator to the upper level.



A FAN OF FLOOR SAWS

Exit the elevator, stomp the Boreworms in the crates, and make your way down either of the two hallways. They both lead to the same place. Grab the lead pipe (or continue with a meat cleaver if you have one) on the floor and step out onto the metal floor. A giant door closes behind Rick eliminating any chance of retreat, and the floor of this lengthy saw room breaks into segments above hidden saws. There are four segments to this room and just like the microwave room, Rick must advance from one to the next as one closes and another opens. The floor segments stay open for a random period of time ranging from 15 to 45 seconds. Yellow lights on the wall flash in sequence when the corresponding floor segment is open (or about to open). Watch for the floor to close and listen for the evil voice within the Terror Mask to tell you to get moving. Sprint for the safety of the next panel before the one you're on opens and drops you into the fan saw.

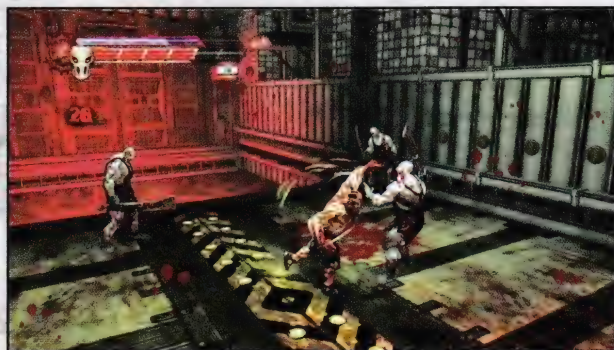


BERSERKER WEAPON STEAL

Activate Berserker Mode on the third panel to quickly eliminate the Slaughterhouse Forgotten that attack. End Berserker Mode as soon as one or two meat cleavers are available for the taking. Pick up the weapon and use it against the other enemies that appear to quickly refill the Necro Meter.

A never-ending stream of enemies flood into the room to attack and distract Rick while you wait for the next section of floor to close. Defend against the Homini that attack on the first two panels and cross the room to the third segment. The fourth segment will not open in sequence—Rick must return to the second segment first! Pay close attention to the opening and closing of the floor panels and retreat to whichever panel is closed when the lights at Rick's current position start flashing. Fend off the Slaughterhouse Forgotten on the third panel and retreat to the second when it closes. Now Rick can advance in order to the fourth panel.

An Abhor attacks on the fourth panel—don't hesitate to trigger Berserker Mode and finish it off! Slash the enemy repeatedly with the massive bones protruding from Rick's arms. The door at the far end of the room will open as soon as the Abhor has been killed.



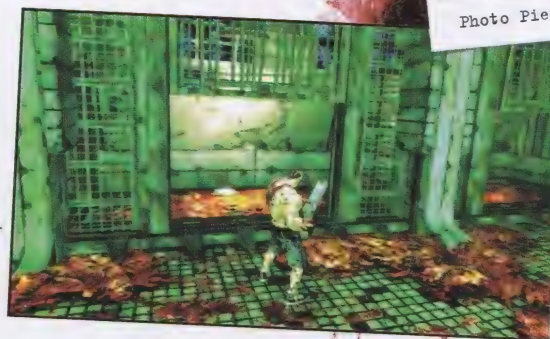
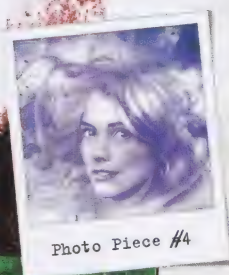
CHECKPOINT!

SHOTTY IN THE CAGE

Enter the room full of cages at the far end of the hall and pick up the shotgun in the center. The cages lining the room are home to nearly a dozen Slaughterhouse Forgotten and Demon Homini. Find a cage with one of each inside it and open fire with a press of the Sprint button. The shotgun has a fairly long reload period, but it can vaporize multiple enemies with a single squeeze of the trigger. Just point Rick at some nearby enemies and fire away. The cages will open once the first shot is fired, so be ready. Drop the shotgun after the fight and pick up the fresh one inside the elevator. Press the elevator button to climb higher into the slaughterhouse.



The final piece of this area's photo is inside the second cage on the right, as you enter. Use the shotgun to eliminate the enemies and grab the photo before you leave. This completes the photo of Jen in her cut-off shirt.





PART ONE

Rick's elevator ride is interrupted by the very real cutting action of the chainsaw-wielding creature he caught a vision of earlier on. The creature known as Biggy Man has a pair of chainsaws grafted onto its arms and it is every bit as large and ferocious as An Abhor. Biggy Man may not be nearly as large as the Furniture Boss Rick faced in Phase Two, but rest assured that this battle can be every bit as long and tough.

The first part of the battle takes place in a side-scrolling environment. Stand several steps back from Biggy Man and fire the shotgun as fast as Rick can reload it to keep Biggy Man off balance and to quickly whittle away at his health gauge. Just make sure Rick isn't too far away, or the shotgun's pellets won't hit Biggy Man with enough force to inflict any damage. Rick will probably run out of shotgun ammo before Biggy Man's health gauge is completely empty. If so, wait for Biggy Man to swing his chainsaws down, then rush in and hit him with charged attacks. Attacks like Your Face, My Fist and Twisted Hammer should empty his health gauge and knock him off the catwalk.



PART TWO

Rick falls into an arena of sorts where he is forced to face Biggy Man without the aid of a shotgun. Sprint and roll around the perimeter for a moment to watch how Biggy Man moves and attacks. It may look like there's not much opportunity to land a successful assault without being countered, but that's not true. Activate Berserker Mode and launch an all-out assault without fear of being damaged. Continue slashing and smashing Biggy Man until he drops to a knee and the outline around him turns red.



BOSS BATTLE BIGGY MAN

Initiate a Splatterkill against Biggy Man and follow the on-screen button prompt with rapid taps of the button to help Rick apply a chokehold on the beast. Biggy Man breaks free of Rick's hold and briefly disappears into the shadows.



PART THREE

Biggy Man escapes the chokehold with another full health gauge and a bit more urgency. Dodge roll to the side to escape his running chainsaw attacks. Be the matador to his bull and spin away as he rampages past, then turn and attack with a charged directional attack. Quickly roll away after landing a single strike, because Biggy Man is capable of immediate counterattacks. Rick can inflict some minor



damage with the Pimp Hand Strong attack as well. You may find this easier to perform.

Continue to duck away from Biggy Man's attacks and counter with quick strikes of your own. He'll get more aggressive once he has lost half of his health. Watch for him to chase Rick's movements more closely and try to strike with a powerful uppercut swing of his right chainsaw. He'll also begin employing a jumping double-overhand ground pound attack with both chainsaws. The shockwave and sparks can damage Rick if he's at all close by when this attack strikes the ground, so stay at least several steps away and time a jump of your own as the chainsaws hit the floor to avoid the shockwave.

Watch for the on-screen indicator to show you to shake the movement controls back and forth. Do this quickly to make Rick dodge a close-range sneak attack. A successful dodge creates an opening for Rick to counterattack. Don't waste this opportunity! Immediately hit Biggy Man with a barrage of charged punches. Continue the attack (perhaps with Berserker Mode again, if possible) until Biggy Man is ready for another Splatterkill.



Initiate the Splatterkill and watch this time as Rick focuses his abuse on Biggy Man's left hand. Rapidly tap the button as prompted on the screen to make Rick stomp over and over on Biggy Man's left wrist. Then push both control sticks to the left to help Rick yank the chainsaw hand right off Biggy Man's arm.



PART FOUR

Now that Rick has a chainsaw, the fight is a little bit more even. Dodge Biggy Man's initial charge attack and start swinging away with radial attacks to perform the Lumber Jack attack. Biggy Man isn't going to give up easily, so remember to play defense too! Dodge away, use Splatter Siphon to regain lost health and continue to cut away with the chainsaw. Charged directional attacks also work well and Rick can even hold the chainsaw down against Biggy Man to continue the sawing action!



Continue cutting away at Biggy Man until he drops to a knee a third and final time. Initiate the Splatterkill and watch as Rick thrusts the chainsaw into Biggy Man's stomach.

Push Up on both control sticks to, well, you get the idea.??



Phase Five

The Corpse that Wouldn't Die





PHASE FIVE: THE CORPSE THAT WOULDN'T DIE

The mask gains the upper hand. Between the Corrupted and West a covenant is made; freedom in return for a wife reborn. Deep underground, the relics of dead religions whisper the secrets of the Abyss; the house dreams itself alive.

PRIMARY TACTICS

Rick stands to gain a large amount of BLOOD Points during his trip through the catacombs. Spend it wisely and purchase the Health +50% upgrade as soon as possible. The Splatter Jump Slash and Berserker Radial Combo are also worth the investment. It's important to remember that you can now unleash a single Mask Move whenever you wish with the Splatter Slash. Use this attack to deliver crippling damage to larger creatures such as Abhores and Teratoids when you don't need the invincibility that Berserker Mode affords or simply want to conserve the Necro Meter. Mask Moves consume a single block from the Necro Meter.

COLLECTIBLES & UNLOCKS

PHOTO PIECES	GRAMOPHONES	UNLOCKS
4	0	-

WEST MANSION CATACOMBS

CUTTING THROUGH HISTORY

The portal deposits Rick amongst a collection of ancient relics in the catacombs beneath West Mansion. The only way out of this pit-like room is to quench the Blood Cipher's thirst. Do not afford the Student Forgotten that attack any mercy, nor should you delay in killing them. The Blood Cipher is going to siphon up most of the blood that is spilt during this fight—very little will make it to your stash of BLOOD Points—so don't worry about stringing together elaborate combinations. Continue the massacre until all eight orbs of the Blood Cipher have been lit, then punch the eye in the center. This triggers the emergence of a staircase leading up to the ledge above the pit.



WORMS IN THE SKULLS

The catacombs are littered with the remains of Arkham's most unfortunate souls. Many of their bones have been stacked neatly into foreboding piles. Smash these piles of bones and skulls to unearth the Boreworms that lurk within.



The first piece of the next Jennifer photo is on the ledge, just to the left of the stairs. Pick it up before making your clockwise journey towards the chainsaw.



Follow the ledge around the perimeter of the room to the chainsaw and pick it up. This chainsaw isn't as large as the one ripped from Biggy Man's arm, so Rick can do a bit more with this one. Hold the Sprint button to make Rick run while continuously revving the chainsaw. Cut through the Student Forgotten inside the hallway and round the corner to the two Demon Homini. Rush them with the chainsaw going to catch at least one of them mid-leap, then turn around and swing the chainsaw with a Lumber Jack attack. Continue cutting a path through the other enemies in this hallway—all the way to the sarcophagus room.



Peaceful rest never really came to the inhabitants of the sarcophagus room. This area is crawling with Demon Fire Forgotten, the toughest members of West's Forgotten army. Their flaming skin and clothes deal damage to anything that touches them, making them painful to strike and impossible to grab. Lucky for Rick, he has a chainsaw! The chainsaw isn't going to last forever, so don't hesitate to cut through the Demon Fire Forgotten as soon as they break from their places of slumber. Hold the Sprint button and run a zigzag path across the room, angling from one enemy to the next to flay them all and rack up quite the puddle of BLOOD Points!



TOO HOT TO HANDLE

Sure, it may seem as if Rick has brokered a deal with the devil himself, but that doesn't mean he can touch the Demon Fire Forgotten without getting burned. If for some reason you don't have the chainsaw to use against these creatures, make sure you use Berserker Mode or, at the least, Demon Slash attacks. Rick must not throw normal barehanded attacks at these enemies. Understood?

Saw through the Student Forgotten that appear next and brace for a pair of Abhores. Dealing with two Abhores simultaneously isn't easy, not even with a chainsaw. Move to the far end of the room to ensure that Rick doesn't get surrounded. Wait for one to get close enough and attack with an overhead chainsaw attack. Continue holding the Directional Attack button to keep the pressure on the saw, effectively cutting through the Abhor's entire health gauge and dropping it to a knee. Follow up with the Lumber Jack or perform a Splatterkill.

The chainsaw will probably run out of fuel before the second Abhor is defeated. Resort to the tactics used against previous Abhores—namely hit-and-run strikes with charged punches—then finish it off with a Splatterkill. Exit through the cracked wall in the sarcophagus in the corner.



Ascend the curving stairs to a room devoid of life, save for a never-ending influx of Boreworms. Stomp the Boreworms as they drip from the hives in the corner of the room to gain a wealth of BLOOD Points. Stand back and wait for a large number to fall again, then repeat the process. Use this flood of Boreworms to unlock the "Boreworm Massacre" Achievement/Trophy and, more importantly, to gain enough BLOOD Points to purchase the Health +50% upgrade if you haven't already done so.



MASK ATTACKS

This is a good time to purchase Splatter Slash Upgrade 1 or Splatter Shredder attacks. These attacks consume a full bar of the Necro Meter, but they also allow Rick to use a one-off Mask attack without triggering Berserker Mode and consuming three full bars of Necro. You gain access to the basic Splatter Slash attack upon completion of Phase Four, but these upgrades are definitely worth investing in.



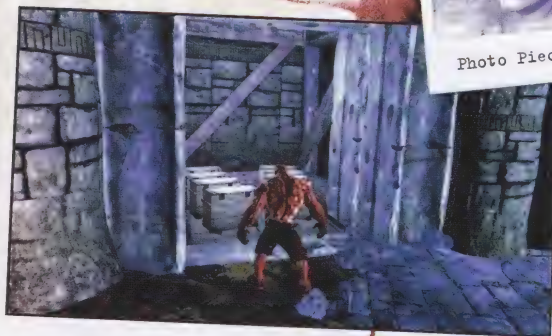
THE EYE GUARDIAN

The Mouth Guardian defending the end of Phase Three was not the only Guardian sent to serve the arrival of the Corrupted. The circular room at the end of the hall is home to the Eye Guardian, a massive eyeball with razor-sharp eyelashes. Unlike the Mouth Guardian, however, dealing with the Eye Guardian requires the direct approach—throwing enemies at it just won't do!

Fend off the Student Forgotten that attack while moving into position about three steps from the Eye Guardian. Wait for the giant eyelids to pull back and expose the eye then hit it immediately with a Splatter Slash attack (Mask Moves + Directional Attack buttons). Don't get too close, or the eyelids will slam shut and sever Rick's arm. Land two direct hits with the Splatter Slash to severely weaken the eye. Now it's vulnerable for removal! Approach the eye and tap the Grab button as prompted on the screen to make Rick yank it right out of the socket. Continue up the stairs and through the hallway to the bridge.



Ascend the stairs beyond the Eye Guardian to the small alcove filled with crates. The second piece of the photo is on the floor under these crates.



CROSSING THE CAVERN

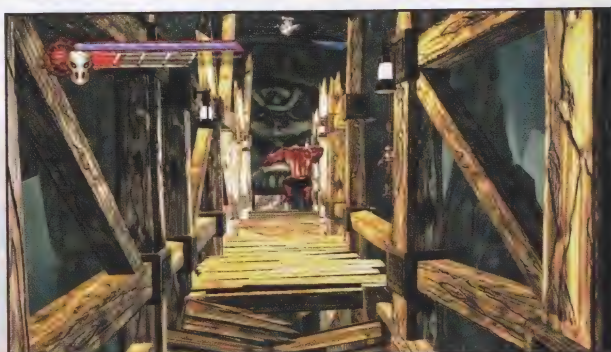
The bridge leading across the cavern is crumbling to pieces and can't be trusted to support Rick's weight. Rick must leap back and forth to a series of Jump Nodes in order to cross it. Act fast and leap to the Jump Node on the left. This first series of jumps features three Jump Nodes alternating from left to right, then back to left. From there, leap onto the bridge surface.



The brightly-lit section of bridge is about to collapse. Rush to the far edge and watch for a support column to fall into place on the left. Leap to the Jump Node there, then leap to the cage hanging on the right. Now jump to the next section of bridge. This is where it gets tricky.



Walk to the middle of the bridge and pause momentarily to allow a large piece of debris to fall. Immediately sprint and leap across the gap to the next segment, move to the middle, and watch for another piece of the cavern to fall. Quickly run and leap to the next section before the one Rick is on crumbles away beneath him. Sprint to the far end and jump to safety.



FEED THE SKULLS

Beyond the bridge lies the skull impalement room, an area of the catacombs containing another Blood Cipher positioned between two giant skull statues. Ignore the skulls and the button-like platform in the center of the room for now and focus instead on the Aegis. Sprint past the protected Ghosts and Ram the Aegis to stun it. It will teleport around the room; keep after it with repeat Ram attacks until it is outlined in red, then finish it with a Splatterkill.



Now that the Aegis has been defeated it's time to feed the Blood Cipher and the only way to do that is by sacrificing the Ghosts (note that these are the stronger cousins of the Ghosts Rick encountered earlier). Leap into the air and pound the button in the center of the room to open the skulls' mouths. The skulls aren't going to feed themselves, so it's up to Rick to throw the Ghosts into the skulls. This can be done manually using grab-and-throw techniques, but it's even easier with a 2x4.

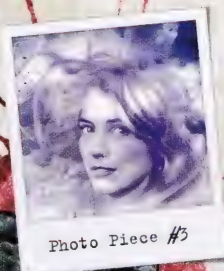


This room contains two 2x4s. Grab either one and start bashing the Ghosts into the open mouths of the skulls. Use regular forehand swings to wind up and drive the Ghosts into the right-hand skull; use backhanded Hits to the Dome swings when aiming for the skull on the left. Feed eight Ghosts to the skulls to satisfy the Blood Cipher's thirst. Yank the eye from the center of the sigil and push on towards the Forest Grove area.



CHECKPOINT!

Exit the skull impalement room and proceed down the curving staircase towards the forest grove room. The third piece of this phase's photo is on the ground near the base of the stairs.



ABHORES IN THE FOREST

The next arena-like room that Rick comes to contains a pair of Abhores along with an advanced form of Teratoid. Fortunately, Rick doesn't have to contend with all three at the same time. Move to the center of the room and wait for the two Abhores to leap down from their perch and attack. Lure them close to one another then trigger Berserker Mode—this is not a fight where you want to take any unnecessary chances! Hold nothing back and slash through both Abhores with a rapid dose of Splatter Slash attacks.



DOUBLE YOUR MURDER

Be careful with your Berserker attacks, so you don't focus too much attention on just one Abhore. Lure them together and attack both simultaneously. The Teratoid is going to join the fray the moment one of the Abhores falls. Make sure the other is primed for a Splatterkill before fending off the Teratoid.

The Teratoid leaps into the room as soon as either of the Abhores has been slain. Rick's Berserker Mode will run out as the Teratoid is introduced, so you need to finish off the other Abhore—and deal with the Teratoid—without it, at least temporarily. Try to perform a Splatterkill on the remaining Abhore to replenish the Necro Meter, at least enough to use the Splatter Slash attack. Pry open the door to leave the area and grab the meat cleaver on your way into the offering room.



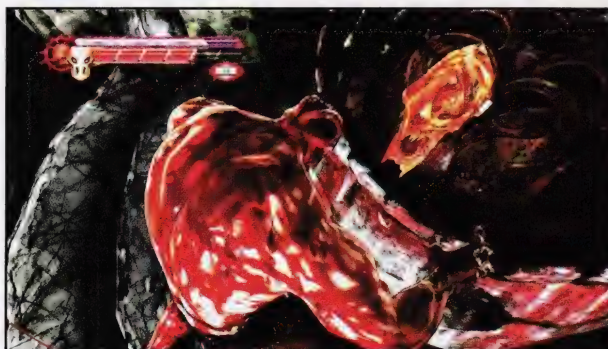
HEADS WILL ROLL

The offering room contains four large idols, each with a spike within its mouth. The spike within the second idol from the right has been run through the decapitated head of a previous visitor—this is your clue. Although it's not necessary to impale the heads of the Ghosts in this room on the stakes, doing so opens the heavy stone door on the right.

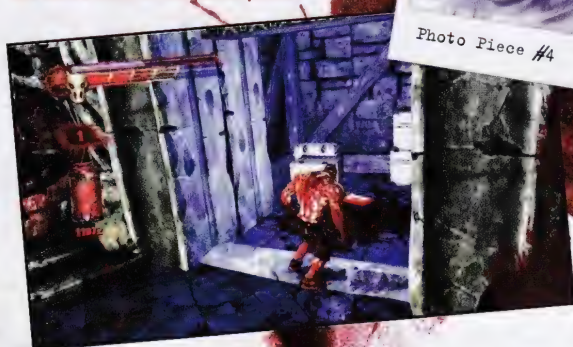
Use the meat cleaver (or the machete within the crate on the left) to Hack and Slash through the Ghosts. This attack will no doubt leave a pile of body parts scattered across the floor. Several more waves of Ghosts will burst into the room, emerging from bubbles of blood that rise from the floor. Keep the weapon on hand, draw the Ghosts in, then unleash another round of Hack and Slash attacks. Unleash the power of the Terror Mask if both weapons break and strike out with the Splatter Slash attack. Continue slicing through the Ghosts until the last of them has been killed and a hole in the floor is revealed. Leap through the hole to the well below.



The small tomb behind the heavy stone door on the right contains a number of Boreworm-infested crates and the final piece of Jennifer's photo for this area. To open it, slash through an entire wave of Ghosts and very quickly set the weapon down, pick up one of the brightly-glowing heads (not to be confused with the tail or arms of the Ghost) and approach one of the vacant spikes. Press the Grab button to impale a head on the spike once prompted. Repeat this process with a different head, using each of the three idols that don't already have a head staked to the spike inside its mouth.



The final piece of the photo is inside the tomb within the offering room. Decapitate the Ghosts that attack and impale three heads on the empty spikes within the idols. This will open the stone door to the photo piece.



A WORM IN THE WELL

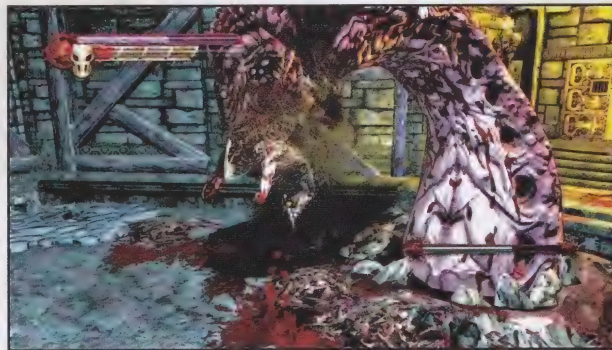
The creature that has been shaking the ground around the catacombs makes its home at the bottom of the well and is actually the third and final guardian, a Worm Guardian to be exact. The Guardian Worm will stick to the far side of the well, but it has tremendous reach and can strike Rick nearly two-thirds of the way across the area.

THANKFUL FOR THE HOMINI

Don't be put off by the Homini that scamper around the rear of the well trying to attack Rick. They do little damage and are easy to kill. But more importantly, the Homini are a source of health for Rick. Retreat to the rear of the area and use Splatter Siphon to drain blood from the Homini and restore Rick's health.



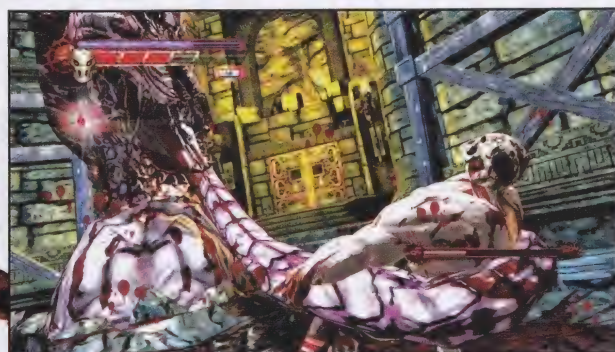
The Guardian Worm is much more aggressive than the other guardians. Its primary attack is to sweep its whip-like tongue back and forth across the area in effort to trip Rick up. It's possible to leap over this attack, but it's difficult to avoid the second swipe. It also slams its upper body and head down on the ground in attempt to squash Rick. You also need to deal with its toxic breath attack if you maneuver too close to it.



Keep your distance and look for the worm to slam its body down on the ground. The impact will leave it temporarily dazed. Rush towards its head and unload on it with a series of punches and Splatter Slash attacks. It's possible to leap up and punch it with a Killer Beez attack while it arches its head to breathe its poisonous air at you. A better alternative is to purchase the Splatter Jump Slash attack and use that instead.



Surprisingly, the single best way to inflict damage on the Guardian Worm is to actually allow it to wrap Rick up in its tongue. Watch for the Guardian Worm to lift itself high above the ground and sway its head back strike out with its tongue. Move towards it to get caught in the tongue and be ready for a quick-time event. Rick will be pulled into the worm's giant maw. Rapidly press the button shown on screen to pry open the worm's jaws and slam the beast to the ground. This inflicts significant damage and should send the worm fleeing into its burrow. The floor will fall away, plummeting Rick deeper into the ground beneath the mansion.





Phase Six
Heart with a Human Heart

GOAL

Upper Specimen Room

Neuro Tank

Neuro Tank Hall

Elevator

Lead Pipe

Fire Offering Room

Storage Room

Sewer Sidescroll

START

Inner Sanctum



PHASE SIX: BEAST WITH A HUMAN HEART

Rick begins to lose himself in the pleasure of blood spilt, and that little voice in his head knows it is winning. A monster haunts West Mansion. In West's laboratory an ambush is sprung, and a trapdoor is opened. Rick falls.

PRIMARY TACTICS

Phase Six is a bit different than the previous phases because Rick is without weaponry for most of the fights. Purchase the Necro Bar +2 upgrade as soon as you can and focus on lining enemies up for Splatter Slash and Berserker Radial attacks. The area begins with a lengthy traverse through a sewer (a side-scrolling segment) that culminates with a vertical ascent past attacking plants. Be patient in order to time your jumps and movements to avoid the saws and aggressive plants. Lastly, the sewers are home to two creatures known as Spitters. Avoid their toxic spit attacks by rushing their position and hitting them with rapid punches. They are defenseless once Rick has the drop on them.

COLLECTIBLES & UNLOCKS

PHOTO PIECES	GRAMOPHONES	UNLOCKS
4	3	Survival Arena: West Observation Room and Splatter Smash skill.

WEST MANSION LABORATORIES

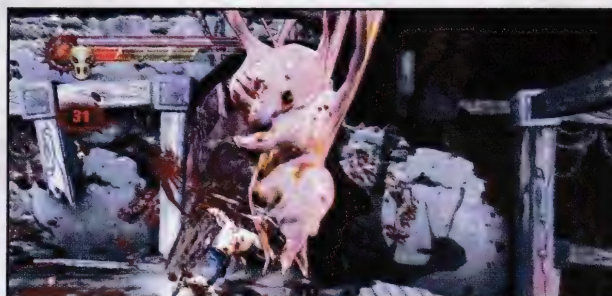
SIDE-SCROLL OF TERROR

It was only natural that the floor of the well should collapse and deposit Rick in a lengthy sewer beneath the mansion. Put the Homini located in this area to use in regaining some of the lost Necro and roll your way to the lever to the right. Pull the lever to unlock the door beside it and continue on through the next section of sewer. This is where things start to get a bit harder.

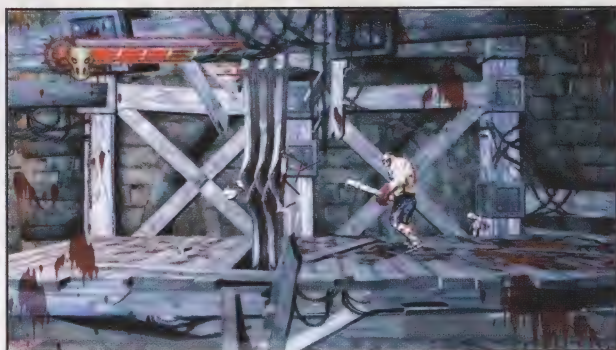
The first obstacle Rick faces is a pair of massive rotating blades. Don't be intimidated by the size or number of blades! Stand back and wait for the blade to rotate out of the way then fall in behind it. Don't sprint or roll; Rick's normal running speed perfectly matches the speed of the blade's revolutions and he can run past it without being cut. Roll past the spikes up ahead and Splatter Siphon the Homini and Student Forgotten to regain any missing health.



The path ahead is blocked by what is known as a Spitter, a large baby-like creature suspended within a web of pink rubbery biomass. The Spitter rocks back and forth and spits a toxic projectile where Rick stands. It can also inflict damage by swinging itself into Rick if he steps within its reach. The way to get past this seemingly impenetrable roadblock is to sprint right up against it and immediately begin pummeling it with attacks like More Cushion for Pushin' or To 11. Continue punching it until it inevitably ruptures. Roll past carefully to avoid the spikes down the ramp on the other side and continue to the elevator in the distance.



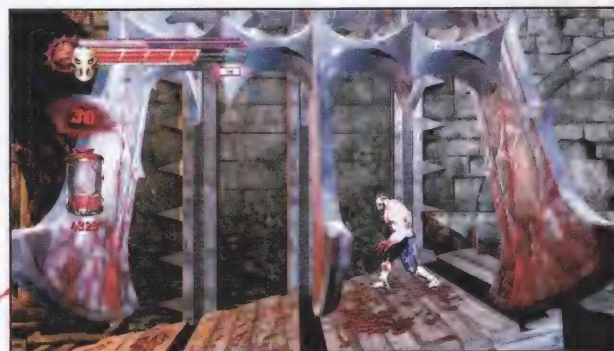
Grab the lead pipe once you get off of the elevator and begin the journey from right to left, across the upper section of sewer. Smack the Homini into the walls using Hits to the Dome and roll safely past the scissor blades that slam together from the floor and the ceiling. Use the pipe to strike the Spitter with a quick pair of Batter Up attacks, then quickly roll away as the Spitter begins to rupture. Roll past it and drop off the ledge to the lower level. Roll under the series of barriers and continue to the left, up the slabs of rock past the Homini.



TIME TO GO PSYCHO!

If you haven't purchased the Psycho Ram upgrade yet, this is a great time to do it. There are over eight Homini lined up on the top of these slabs of rock. Unleash this lengthy Psycho Ram attack to shoulder-slam straight through the lot of them to unlock the "Headlong into Monsters" bonus.

Approach the revolving blades up ahead slowly and take a moment to watch their movement. Rick can make it through this trap unscathed if you are patient and take it one step at a time. Wait for an opening and quickly step to the wooden planks between the blades. Pause and wait for the next gap to come around, then quick-step to the next wooden section. Repeat this to methodically step past the blades.



Note the depressed button on the floor and continue left, beyond the stationary blades (roll under them) and enemies to the lever at the end of the area. Pull the lever to make the button you passed moments ago rise out of the floor and become active. This also activates the blades you just harmlessly rolled past. Return the way you came, this time with a bit more caution, and ground pound the button. This causes the floor to rise up to meet the bottom of a vertical shaft ascending up to the mansion's laboratories.





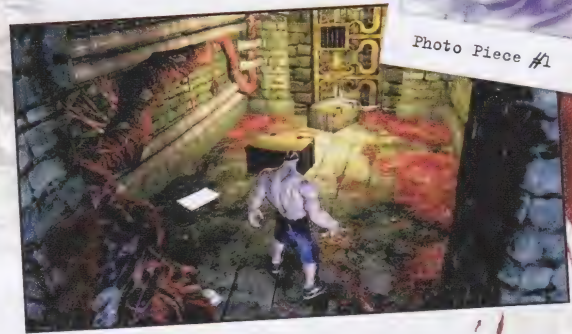
This shaft is home to a number of large deadly plants that periodically extend a massive spike outwards into the shaft in search of food. Rick must ascend the shaft leaping back and forth across a series of Jump Nodes while being careful to avoid the plants.

Leap to the first Jump Node on the left and wait for its large spiky tendrill to retract, then quickly jump to the node on the right. Leap to the next one and, again, wait for the next plant's spike to retract out of the way before leaping. Getting hit by one of the spikes may not kill Rick on the spot, but it will definitely knock him all the way back to the bottom. Make your way all the way to the uppermost Jump Node on the left and look to the cracked wall above the final plant. Wait for the spike to retract out of the way, then leap towards the wall and rapidly tap the Radial Attack button to smash through the wall and into the laboratory area.

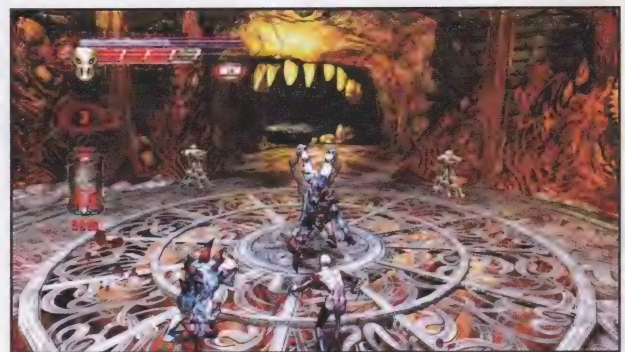


GUARDIAN OF STORAGE

Ascend the stairs beyond the window into the heart tank to find the first piece of the next photograph. It's on the floor near the crates, just in front of the door to the next room.



The room at the top of the stairs has a grated floor directly above a massive human heart, but Rick will be hard-pressed to stop and gawk—there's another Mouth Guardian in the area and this one is even hungrier! A number of stronger Ghosts and Homini enter the room and attack. Swat aside the Homini and set about grabbing and throwing the Ghosts into the mouth just as before. These particular Ghosts have a blowback attack that requires a little more care, but the same tactics apply. Scatter the Ghosts when they're in bunches then grab a loner, face the mouth, and throw it with a tap of the Directional Attack button. Feed the mouth five Ghosts to gain access to the storage room.



The heavy brass doors leading out of the storage area are sealed shut and can't be opened due to a power outage in the area. Rick must locate the two generators in the rooms behind the large blue doors in this central area. Approach the blue doors and push them open to gain access to the room beyond. There are five sets of blue doors, but only four can be pried open, and only three have rooms beyond them. Open the door to the left of the one he entered through and both of those at the end of the halls flanking the brass doors he's trying to activate.



GRAMOPHONE #1

Locate the gramophone in the corner of the room to the left of the door beyond the Mouth Guardian. Listen to Dr. West's journal entry about the Master and its needs for host bodies.



The first generator is inside the room to the left of the doors. Smash the crates to get to the gramophone and pull the lever to the left of the machinery to activate it. Return to the main area and head down the hall to the left of the brass doors. Open the blue doors there to find the second generator. Throw the lever on this one also, then return to the brass doors and step on the floor plate to open them.



GRAMOPHONE #2

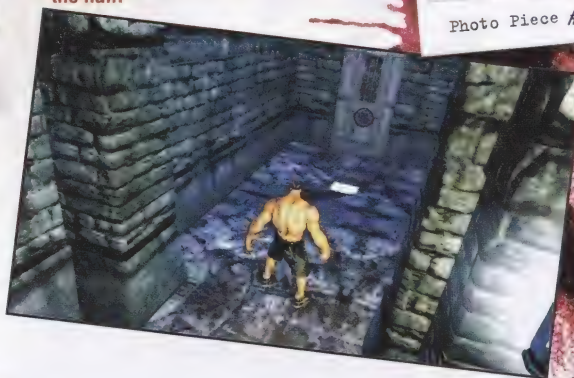
This gramophone is on the shelves inside the room beyond the blue doors, to the left of the brass exit doors. This one provides insight into how much Dr. West enjoys his work. His sick, twisted work.



The next piece of Jen's photo is beyond the blue doors, to the right of the brass ones Rick is trying to activate. Pry open the doors and quickly Ram the Demon Homini in the narrow corridor beyond. The photo is on the floor at the end of the hall.

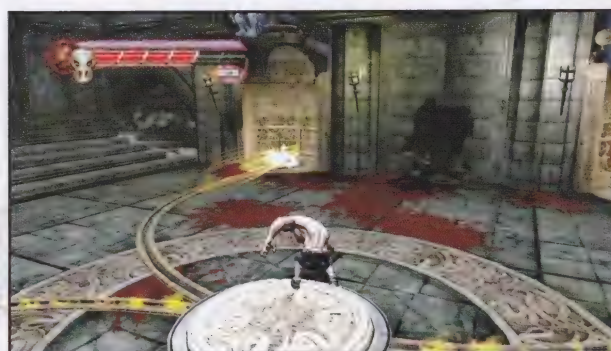
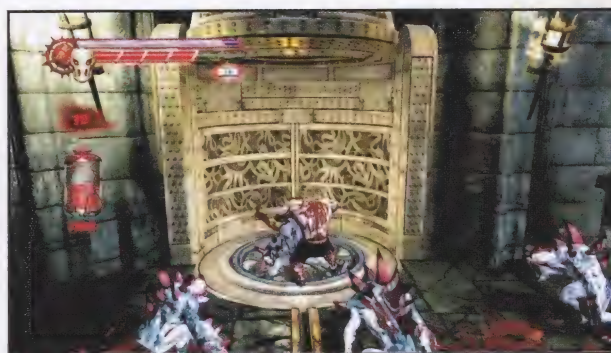


Photo Piece #2



AN OFFERING TO THE FIRE GODS

The offering room is empty, except for a couple of green idols that can be smashed to reveal more Boreworms. Leap up and ground pound the button in the center of the room to ignite the fires within the four sacrificial pits. This action also alerts an army of Ghosts to your presence—the fight is on! Fend off the Ghosts while waiting for the fires to go out. Rick must impale a Ghost on each of the four spikes within the sacrificial pits. Lure the Ghosts towards one of the pits, pick one up and press the Directional Attack button when prompted to slam it down over the stake. Repeat this process for each of the four pits, then return to the button in the center and ground pound it again. This sets fire to each of the sacrifices and make for a satisfactory offering.



A Teratoid bursts through the wall to attack after the second sacrifice has been made. Don't hesitate to unleash Berserker Mode against it. Defeat the Teratoid and continue with the offering. Exit the offering room through the heavy doors that open following the sacrifice and continue down the hall. Pry apart the doors to the emergency elevator and climb aboard.

You'll be hard-pressed to overlook this piece of the photo. It's lying on the floor in the middle of the emergency elevator.



THREE STOPS TO THE TOP

The emergency elevator makes a slow ascent to the main labs several floors above and the journey could become a lot slower if Rick fails to protect the winches that pull it up. The elevator comes to a screeching halt on three separate occasions—don't you just hate it when Ghosts press all of the buttons? Homini and other enemies emerge from the ductwork and attack the winches in the hopes of stopping Rick's pursuit of Dr. West. The Homini focus on damaging the winches while the other, stronger enemies (primarily Student Forgotten and Ghosts) try to distract your attention. Don't fall for it! Rick can continue on with one winch, but it's game over if both motors are destroyed!

Rick is ambushed by Homini and a lone Student Forgotten during the first elevator stop. Sprint back and forth near the winches, unleashing rapid-fire Ram attacks to run down anything that gets near the vital equipment. Don't waste any time with the Student Forgotten—hit it with a Splatter Slash and be done with it. The second stop is similar, only with two Student Forgotten instead of one. Focus on protecting the winches and whatever you do, don't allow the Student Forgotten to grab hold of Rick. Pull the lever to start the elevator going again after the last of the enemies has been defeated.

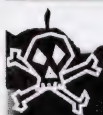


PROTECT THE VULNERABLE

The winches in the elevator can't be destroyed by a single attack. Try your best to keep the Homini away from them, but if you have to choose which one to protect, try and protect the stronger of the two. The winches start to smoke and appear visibly damaged before finally being knocked inoperable. Cut your losses once one is smoking and focus your undivided attention on protecting the other. The elevator can limp its way upwards under the power of a single winch.



Things are certainly tougher during the final elevator stop, since many more Homini and Student Forgotten attack at once. Remember that the Student Forgotten will not try to destroy the winch—they're merely there to distract you. Use Ram and Pimp Hand Strong attacks to dart back and forth killing the Homini and blast the Student Forgotten with Splatter Slash as soon as they appear.



SIPHON THEIR ATTENTION AWAY

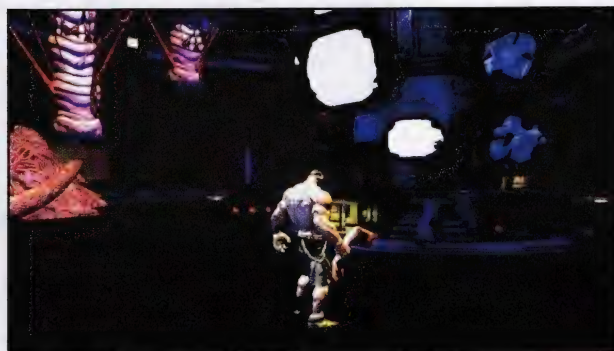
The Splatter Siphon ability isn't just for use when Rick is injured and needs to replenish his health. Use Splatter Siphon to freeze nearby enemies in their tracks, drain their blood, and buy Rick some time to get to them before they continue attacking the winch.



CHECKPOINT!

IN THE NAME OF SCIENCE

Exit the elevator and make your way through the winding corridor to the necro tank room. Approach the circular computer console in the center and smash it to pieces. The lights will come on and the seemingly empty room suddenly springs to life with Slaughterhouse Forgotten and Homini. They don't all attack at once, so use the early part of this battle to perform Splatterkills against the Slaughterhouse Forgotten to gain fleshy arm-weapons that you can use against the next wave.



Each of the small chambers placed around the perimeter of the room contains a Slaughterhouse Forgotten. Have an arm from Forgotten ready and unleash a Oldboy's Revenge leaping overhand attack as soon as the Slaughterhouse Forgotten staggers forward. Rick can damage the main foe and simultaneously swat aside the Homini with a Crowd Surf attack once he's unarmed (pun intended). The chambers are numbered. Rick only has to battle the Slaughterhouse Forgotten one at a time during the first half of the battle, but chambers five through eight open simultaneously. Draw the enemies together and hit them with a single Splatter Slash attack.



A pair of Abhores is all that stands between Rick and the path to the specimen room down the hall. The two Abhores won't stay too close to one another early on, so take advantage of this and use hit-and-run attacks against the one that is closer. Wait for the two to bunch up before hitting them with a Splatter Slash. Try to focus your damage on a single Abhore to level the playing field as fast as you can. Use leaping Pit Clearer attacks to deliver a hearty blow then quickly roll behind them to avoid the counterattack. Don't miss the opportunity to perform a Splatterkill as soon as one of them is outlined in red.





CONSERVE YOUR NECRO METER!

Resist the temptation to activate Berserker Mode during the battle with the Slaughterhouse Forgotten because Rick needs all the Necro he can muster for the battle against the Abhores. In fact, this is a great time to purchase the Necro Bar +2 upgrade if you have enough BLOOD.



GRAMOPHONE #3

Exit the necro room through the large metal door after you defeat the Abhores and immediately turn to the right. There is a gramophone on the table behind the crates that contains a record of Dr. West's notes on the size and strength of the "host body."



The final piece of this area's photo of Jen is on the floor opposite the third gramophone. Exit the necro tank room after defeating the Abhores and immediately turn to the left to locate it.



Photo Piece #4



Make a point of smashing all of the crates in the necro hall en route to the upper specimen room. Many of these crates contain a large number of Boreworms, more than enough to replenish Rick's Necro Meter!



CHECKPOINT!

BOSS BATTLE EXPERIMENT 765

PART ONE

There is no denying that Experiment 765 is a far more terrifying creature than anything Rick has encountered thus far. This massive gorilla towers over Rick and has been built to possess a degree of speed and power unlike anything in the animal kingdom. Experiment 765 is slave to the controls sent to it via the electric probes sticking out of its head and hands. Rick's only hope to survive this battle is to stun the Experiment 765 long enough to climb onto it and yank these probes out. Unfortunately, this is easier said than done.

Experiment 765's primary means of attack is to use the massive chunk of metal that serves as its left hand as a sledgehammer. It runs across the arena and swipes at Rick with the metal hammer, sending him flying backwards and injuring him greatly. Getting close enough to land an attack is indeed a challenge, but it is possible. Sprint towards the Experiment 765 and roll under its left arm as soon as it starts to swing. There's little margin for error, but if done properly, you can get up and land a couple of attacks before you have to retreat. Another option is to leap into the air and attack with a Killer Beez or Pit Clearer attack. Unfortunately, barehanded attacks don't inflict significant damage and Experiment 765 isn't about to give you enough time to land a lengthy combo. Good thing there's Berserker Mode! Rush towards Experiment 765 and activate Berserker Mode before it can land an attack. Unload on it with a barrage of attacks, but watch for it to drop to one knee. Deactivate Berserker Mode and move in for the Splatterkill.



BOSS BATTLE

EXPERIMENT 765 CONTINUED

Rick will climb onto Experiment 765's head and grab hold of one of the yellow probes. Be ready to follow the on-screen prompts and push down with both control sticks to push the probe deeper, then pull up to yank the probe out. This delivers a significant jolt to Experiment 765's system. Now to do this two more times...



PART TWO

Experiment 765 adjusts its strategy after losing the first probe. It still attacks primarily with the large metal apparatus fused to its left wrist, but now it uses it to emit electric shockwaves. Experiment 765 is now far more aggressive in using its right hand to attack as well. It will slam its left hand down in attempt to flatten Rick and will also swipe at Rick with a backhand swat attack.

Getting close enough to injure Experiment 765 is as difficult as before, but you can make things easier on yourself by always circling to the left in a counter-clockwise direction around Experiment 765. Sprinting, rolling, and jumping reduces the chance of being hit by the electricity-based attacks emanating from its left hand and often gets Rick in position to unleash a quick strike on Experiment 765's backside. Hit fast with a couple of quick punches, then start running. Continue this tactic to gradually replenish the Necro Meter, then turn and unleash a Splatter Slash to deliver greater damage.

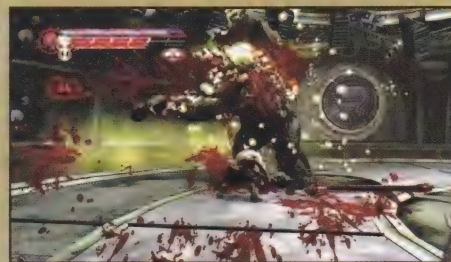


The second probe to remove is the one on Experiment 765's left wrist. Push both control sticks to the left when prompted to jam the probe deeper into the arm, then pull to the right with all your might. Rick won't just pull the probe out this time, but he'll take it with him to use as a weapon!



PART THREE

Experiment 765 is close to death but it's using what power it does have to attack with massive two-fisted overhand ground pounds. These attacks send a massive shockwave in all directions, along with a powerful electric wave in the direction Experiment 765 is facing. Run and leap over the spreading shockwave to get close enough to perform a Skull Splitter attack with the probe. This single attack can deplete nearly half of Experiment 765's health gauge! Stay on the move and strike again to bring it close to death—send it to a knee with a final Splatter Slash.



Move in and trigger one last Splatterkill event. Push both sticks up and down as prompted on the screen to aid Rick in ripping the beast's metal appendage from its left arm. Rick will take care of the rest.







Phase Seven Scaream Park

Baseball Bat

Sword
(2nd lap only)

The Zipper

Eric Estate

2x4

GOAL

Lover's Lane Tunnel

Baseball Bat

Lover's Lane Exit

Skee-ball Midway

2x4

Baseball Bat

2x4

Shooting Gallery

2x4

Loop Entrance

START



PHASE SEVEN: SCREAM PARK

Lies are little cracks in the walls of the Abyss, and Rick has told more than a few. The mask was once a slave, and the Corrupted his masters. But there is one power the mask fears more than the ancient ones—love, my friend, love.

PRIMARY TACTICS

The Scream Park introduces several new enemies that Rick must prepare for. Invest in the Berserker Radial Combo and both the Splatter Slash Upgrade 1 and Splatter Smash Upgrade 1 to be better suited to attack these enemies from a safe distance. There are multiple weapons to find while making your way through the amusement park, but some are easily overlooked. Follow along with the tips outlined in the following pages (and refer to the map) to make sure you don't overlook any. Lastly, remember that Boreworms also replenish the Necro Meter. Don't smash the breakable souvenir carts and crates to harvest Boreworms unless you've already cleared the area of enemies, or you are in need of Necro.

COLLECTIBLES & UNLOCKS

PHOTO PIECES	GRAMOPHONES	UNLOCKS
4	0	-

DANDY LAND

STROLL ALONG THE MIDWAY

The portal deposited Rick at a deranged amusement park known as Dandy Land. What once was a place for families to laugh and have a good time is now home to unspeakable horrors and cursed creatures. Rick's visit starts out quiet enough at the entrance. Smash the souvenir carts and wooden stands to find some Boreworms and approach the gate. There's nobody there to sell Rick a ticket, so break through the gate in the middle and walk on in.



Smash the wooden ticket stand, behind the large statue of Dandy the dog beyond the gate, to find the first piece of this area's photo of Jen. If you were curious about what Jen would look like *with clothes on*, then this area's photo will be to your liking.



Photo Piece #1



Make your way along the curving path to the shooting gallery area and smash the two ticket booths to uncover a pair of 2x4s. These are going to come in handy really soon. Pick one up and approach the large door painted with a clown mouth. The power to the door is out; walk over to the control panel on the right and pull the lever. Approach the door, but be ready for Rick to be thrown backwards—you didn't think it would be that easy, did you?



Three waves of Clown Forgotten make their way through the door and attack. Use the weapons to beat these fire-breathing monstrosities to a pulp. Clown Forgotten look weaker than the other Forgotten Rick has fought, but they're not! Not only can they endure quite a large amount of punishment, but they are capable of twirling around on their backs and repeatedly kicking Rick in a break-dancing move of sorts. Their fire-breathing attacks extend pretty far, so be sure to roll or sprint out of range when you see the orange glow filling the screen. The two 2x4s should last Rick through the end of the fight, but don't hesitate to use a Splatter Slash or Splatter Smash attack if there is a large group of Clown Forgotten directly in your path.

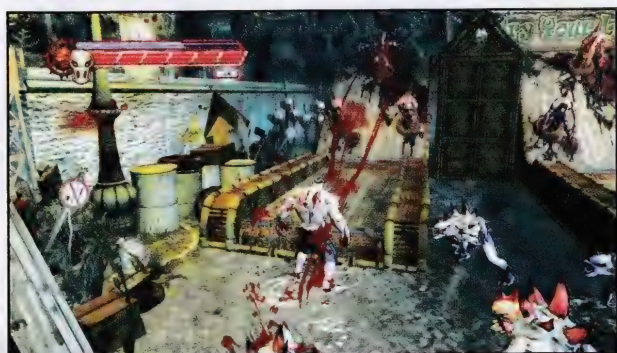


PLAY SKEE-BALL, WIN PRIZES!

The Skee-Ball Midway area contains three skee-ball ramps placed alongside three separate prize closets. A pair of advanced Ghosts emerges from within each of these closets, giving Rick a glimpse of the valuable prizes inside. Though it's possible to simply kill the Ghosts and continue on in pursuit of Jen, doing so prevents Rick from winning any prizes. And who doesn't like to play skee-ball?

From left to right, the three closets contain a Jen Photo, a 2x4, and a baseball bat. Impaling a Ghost on the unoccupied stake within each of the skee-ball games will open up the adjacent closet and give Rick the corresponding prize. But that's not all! The middle and right-hand prize closets also contain additional enemies.

The central closet contains a Teratoid while the right-hand one contains Kamikaze Ghosts. It's up to you whether or not you want the extra weapons badly enough to fight additional enemies, but the payout in BLOOD Points does make it rather tempting, not to mention the baseball bat is a fine piece of equipment. Just don't waste the weapons by attacking the Teratoid with them—they'll shatter into splinters against its thick skin with just one or two swings!



The only way to obtain this piece of the photo is to grab one of the Ghosts and throw it at the spike on the left-hand skee-ball game. This opens the closet containing the photo. Fortunately, there aren't any additional enemies lurking within.



KAMIKAZE GHOSTS

This spike-less variant of the Ghost may look less menacing than those Rick has been fighting, but they pack a nasty surprise—they explode on contact! Strike them with a Mask Attack like Splatter Smash from a safe distance (or throw an enemy at them) to kill them, but avoid attacking them at close range.



Exit the skee-ball area through the door that opens to the right of the prize closets and advance along the eerily quiet path to the Lover's Lane amusement. So romantic...



FEATS OF STRENGTH

Step right up and prove your strength! Grab the baseball bat in the center of the area if you aren't already carrying one and lure the Ghosts towards the attraction opposite the entrance. Impale a Ghost on the spike then slam the plunger to send it flying up to ring the bell. Swing the bat to hit a Ghost into the spike with a normal swing of the weapon, then move close and charge an overhead attack to send the Ghost into the spiked bell. Do this three times to collapse the game and give Rick a bridge to the Lover's Lane Tunnel.

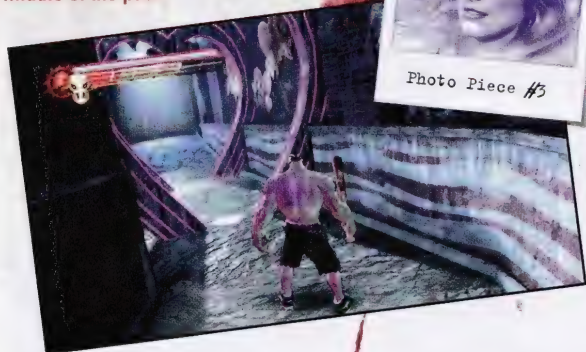
It's possible to complete this challenge with either a bat (or 2x4) or barehanded. Start out using the bat and swing away at the horde of Ghosts to see if any are impaled on the spike. If so, run over and charge the Directional Attack button to send it flying upwards. If you have trouble hitting the Ghosts onto the spike with the bat, set the bat down and do it manually.

Grab hold of a Ghost and press the Directional Attack button while facing the target to have Rick kick the enemy onto the spike. Rick can send the enemy flying to the spiked bell with an Infected Hammer attack, but it's more fun to use the baseball bat. Do this three times to knock it down and cross over the makeshift bridge and smash through the boarded entrance to the tunnel to continue.

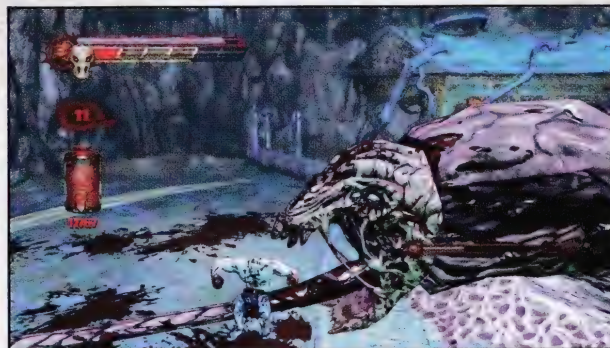


WORM TUNNEL OF LOVE

You won't be able to miss this piece of Jen's photo. Proceed through the heart-shaped tunnel in the Lover's Lane area to find this one lying in the middle of the path.



The tunnel of love exits into a large clearing where a posse of Clown Forgotten is being instantly slaughtered by a Worm Guardian, the likes of which Rick has not yet seen. This particular Worm Guardian is darker in color and temper and each of its attacks can inflict a significant amount of damage. The good news is that it likes to slam its head down on the ground in an effort to crush Rick, thereby giving him an opening!



Stand back at the start of the fight to avoid the inevitable tongue attack. The Worm Guardian will probably sweep its tongue back and forth at the start of the fight, but soon resorts to the head slam attack. Sprint or roll out of harm's way then turn and attack with Splatter Slash. Don't waste any time with barehanded attacks if you can avoid it—go straight to the Mask Attacks and be done with it. Land two or three (depending on upgrades) Splatter Slash attacks to prime the Worm Guardian for a decapitation. Wait for it to slam its head down again and this time watch for a button prompt. Press the Grab button for Rick to grasp the worm's head and rip it clean off! Leap down the hole to continue.



THE EERIE FUN HOUSE

Rick falls for a while, but lands safely inside the Erie Estate fun house, even though the graffiti's reference to it being a house of hell is far more accurate. Rick lands at the ride's start, an area seemingly empty of enemies. This all changes once Rick heads onto the wooden tracks—a mechanical devil blocks the path and forces Rick to battle a number of Clown Forgotten. The Clown Forgotten attack in small numbers and mostly stick to the corner of the room that they spawn in. Sprint towards them and lay the smack down with Pimp Hand Strong and Ram attacks. Look for opportunities to initiate a Splatterkill in hopes of gaining some arms to use as weapons. The big threat here is the fire that these Clown Forgotten can blow at Rick. Counter with a Splatter Smash to gain a dose of instant invincibility while delivering a boatload of pain.



An Abhore breaks through the wall once there are only one or two Clown Forgotten remaining. Charge the Abhore right away and hit it with a combination of Splatter Smash, Splatter Smash, and the always powerful No Head Room attack. Deliver further beatings to any remaining Clown Forgotten in order to replenish the Necro Meter then unleash even more Mask Attacks on the Abhore.



The animatronic devil raises its trident and grants Rick access to the rest of the ride, once the Abhore and Clown Forgotten have been defeated. Sprint past the spiked walls up ahead and continue through the door and around the corner. Three Kamikaze Ghosts burst out of an alcove on the side. Remember that these enemies self-destruct upon contact. The best way to handle them is with a Splatter Smash or Splatter Smash attack. Another successful approach is to leap into the air and slam the ground just a step or two away from them with a Pit Clearer attack—the shockwave should cause them to burst without harming Rick. A second wave appears accompanied by a Demon Teratoid. Block the exit from their hiding spot and unleash another dose of Pit Clearer or Splatter Smash.



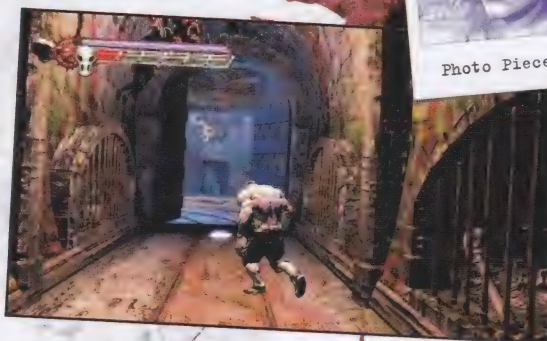
WANT TO RIDE AGAIN?

Continue straight at the T-junction to loop back around for a second lap of the Erie Estate. This grants you a piece of Jen's photo, along with access to a sword! You'll have to fight some more Clown Forgotten, but you'll get to do it with a sword. Now *that's* funny!

The final piece of the photo is on the ground in the Erie Estate main tunnel. Continue straight at the t-intersection (just after fighting the Teratoid and Kamikaze Ghosts) to find it.



Photo Piece #4



You will probably want to go around the track for a second lap. Pick up the sword in the middle of the ride's start and lay waste to the Clown Forgotten that emerge from the floor. It only takes a single slash of the sword to kill a Clown Forgotten. Take advantage of this opportunity to replenish the Necro Meter; you're going to need it later on! Sadly, the sword won't last the entire battle. Fortunately, the Clown Forgotten are spread out and Rick can hit them with a Chubby Chaser and Ground and Pound combo attack to deliver a sufficient beating with little to no risk of being damaged. This combo even pops the Clown Forgotten's head off—pick it up and throw it at your next target to make it vulnerable to a Splatter Kill!



Make your way once again along the tracks, beyond the devil and the spiked walls to the intersection. This time turn to the left and carefully step your way across the sliding platforms in the rotating tunnel. Ascend the stairs to the ride's exit near the Zipper.

DOWN BY THE WATER



STOP WHERE YOU ARE!

Rick exits the fun house on a very small ledge above a waterfront courtyard of sorts. Pick up the baseball bat on this ledge before leaping into battle against the Clown Forgotten. There's no way back up onto this ledge and it would be a shame to let a perfectly good piece of lumber go to waste. Think of the trees!

The first wave of enemies consists entirely of Clown Forgotten. Put the baseball bat to use and start cracking skulls! Roll away from their spinning kick attack and blast them with a leaping Oldboy's Hammer swing. Use the Splatter Smash or Splatter Slash attacks if confronted by a group of enemies at once, otherwise try to conserve the Necro for enemies to come.

The second wave of enemies introduces the most advanced form of Forgotten, the Fish Folk. These lizard-like creatures are far more agile than the others that you have faced and use their acrobatic ability to keep out of Rick's reach, where they can attack safely with their toxic spit.

The key to combating the Fish Folk is to shrink the distance between Rick and them, thereby nullifying their ranged attacks and giving Rick a position from which to attack. Fish Folk tend to fire their spitting attacks consecutively. Roll and sprint to avoid being hit, but also pay attention to where Rick steps and try to step around the puddles of spit (they disappear quickly).

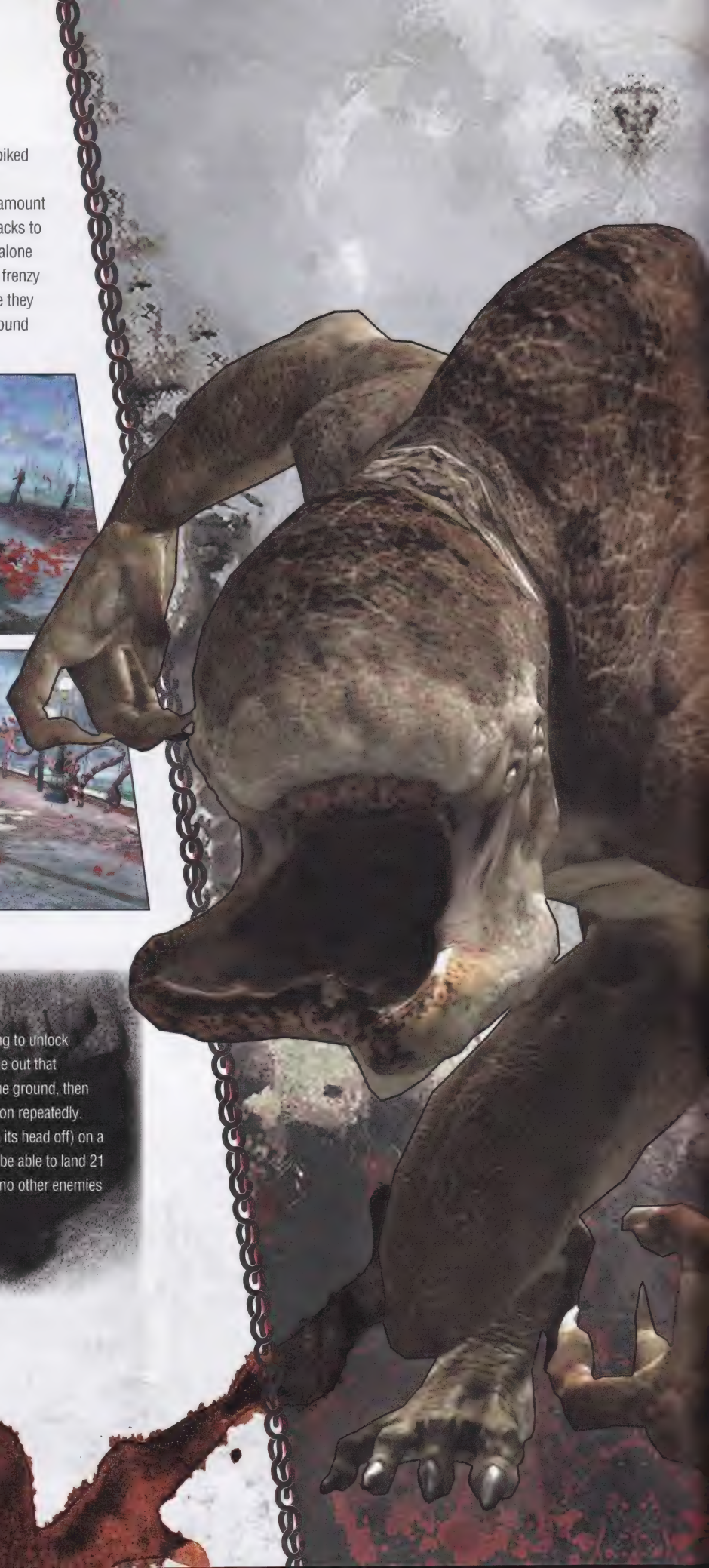


Smash the ticket booth in the corner to gain the spiked 2x4, sprint towards a group of Fish Folk, and start swinging! Fish Folk can withstand a considerable amount of damage, so pepper in some Splatter Smash attacks to damage multiple enemies at once. A Fish Folk left alone will eventually leap towards Rick and attack with a frenzy of claw and foot strikes. Seek out the loners before they can get the jump on Rick and tackle them for a Ground and Pound beating.



BRAIN DEAD

Fish Folk are the ideal enemy to target when trying to unlock the "Brain Dead" Achievement/Trophy. Single one out that hasn't suffered any damage yet and tackle it to the ground, then immediately begin tapping the Radial Attack button repeatedly. Rick needs to land 20 punches (without popping its head off) on a tackled enemy to unlock this bonus—he should be able to land 21 before killing an undamaged Fish Folk, provided no other enemies interrupt the beating.

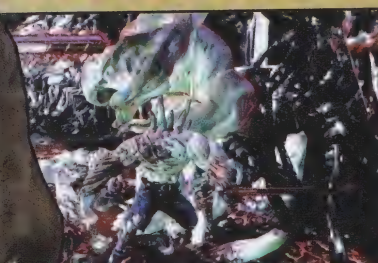


MINI-BOSS: BEAST

The Beast is a massive amphibious creature that bears a close resemblance to a dinosaur. It walks on all fours, but can lean back and attack with its front claws in rapid fashion. It too emits a toxic spit attack, though the Beast doesn't fire it like a dart as the Fish Folk do. Instead, the Beast's toxic spit is more like a drool—keep out from under its chin to avoid being showered!



As with most creatures of this size, it pays to try and stay behind it. Attack with Ram and Pimp Hand Strong, then quickly roll into position behind or to the Beast's side to unleash a lengthy combination. You should expect to get hit at least once or twice because the Beast is very fast. However, it's possible to whittle its health gauge down with a series of blows and one-off Splatter Slash attacks, but it's best to simply activate Berserker Mode and be done with it. After all, the Beast is all that stands between Rick and the next phase of his journey.



Use Berserker Mode's invincibility to stand tall in the face of the Beast and unleash a Berserker Radial Combo to slice it to pieces. Rick can perform a Splatterkill against the Beast, but now is not the time for that risky, yet gruesome attack. Continue the Berserker ambush until the Beast is beaten.



Phase Eight
Reflections in blood





PHASE EIGHT: REFLECTIONS IN BLOOD

Mirrors reveal more than just a reflection. On the silver side Rick battles his many selves. What happens when a man kills his own mirror image? The moon is in shadow; the third lock is open. Rick and the mask travel on.

PRIMARY TACTICS

This is the time to purchase the Berserker Radial Combo and/or Berserker Directional Combo if you haven't already. Even though there aren't many enemies at Mirror Manor, the ones that are present will certainly test Rick's abilities. However, there are ways to minimize the amount of combat Rick partakes in early in the phase. You may want to purposely fail the symbol match and intentionally break the wrong mirrors to earn more BLOOD Points to better prepare for the battles to come at the end.

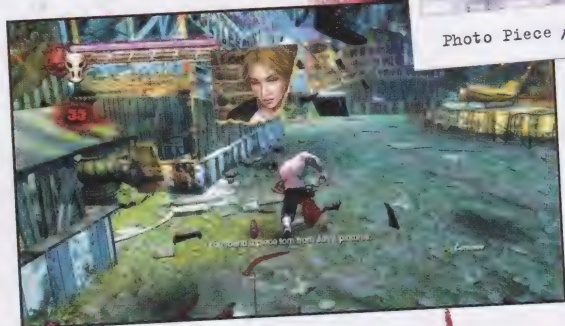
COLLECTIBLES & UNLOCKS

PHOTO PIECES	GRAMOPHONES	UNLOCKS
4	0	Survival arena: The Death Coaster and Splatterhouse 3 classic game.

MIRROR MANOR

NEPTUNE'S CHOICE

The first piece of this next photo of Jen (another fully-clothed one for those curious) is under the second food stand, near the the start of this battle. Smash the hot dog stand with a punch to find the photo piece.



Rick kicks open the door to the coaster area of Dandy Land and finds himself alone amongst a collection of rides and attractions. Smash the breakable carts and vending booths along the way towards the roller coaster in the distance.

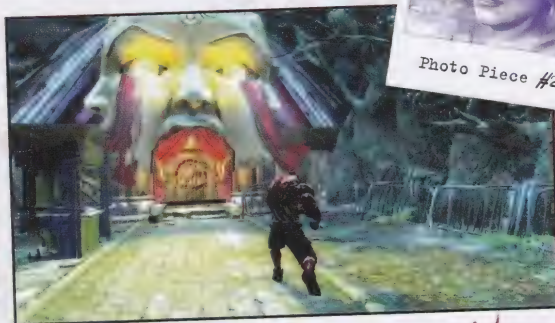
There are three weapons on the ground near the roller coaster: a meat cleaver, a chainsaw, and a shotgun. Behind them are three symbols affixed to blood ciphers. Choose one of the weapons (it doesn't matter which one) and slaughter the enemies that appear. The ring around each weapon also contains an invisible symbol on the ground that matches one of the blood ciphers. The ciphers become active once the last of the enemies have been defeated. Punch the eyeball of the cipher with the symbol that matches the weapon you selected.



It can be tricky to figure out which of the symbols matches the weapon you chose. Lure the enemies towards the circles where the weapon you selected was and paint the ground with their blood. This reveals the outline of a symbol. Teratoids attack if you choose the shotgun; Clown Forgotten if you select the chainsaw; and Ghosts if you select the meat cleaver. The weapons reset if you happen to select the wrong eyeball so, at worst, you'll have to fight three waves of enemies.



Proceed along the path to Mirror Manor after matching the symbols near the roller coaster. The next piece of the photo is on the ground in front of the next attraction.



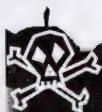
CHECKPOINT!

HALL OF MIRRORS

Make your way through the vacant side-scrolling hallway leading into the first of four mirror-filled rooms within Mirror Manor. These rooms each have one way in and one way out, only the exit is hidden behind one of the mirrors in the room. Every room contains three mirrors, and each contains a different impersonation of Jennifer. Approach each of the mirrors and listen to the comments that the image of Jennifer makes. Some beg for Rick's help, others will sound possessive and overbearing, while others will be downright hostile and insulting. The image of Jennifer that sounds most like the one Jen you've come to know through the cinematics is the one hiding the correct mirror. Punch the mirror to find a hallway leading to the next room.



Breaking the wrong mirror leads to an attack by a Jennifer Zombie. Jennifer Zombies attack by clawing at Rick with their long fingernails, but are actually rather weak and can be beaten with a quick barrage of punches. They're also very susceptible to being grabbed and slammed onto the ground.



FIGHT THROUGH THE GLASS

A good way to play it safe if you're uncertain about which mirror to break (or just want to fight Jennifer Zombies) is to Ram the mirror. This shatters the glass and delivers a shuddering blow to the Jennifer Zombie lurking behind it. This automatically puts Rick at an advantage and makes it that much easier to kill the Jennifer Zombie quickly.

Rick doesn't have much time to make his decision on which mirror to break—a timer counts down in each room (the timer stops as soon as the correct mirror has been broken). The path through the hall of mirrors is as follows: Left, Straight, Right, Right. Don't rush through too quickly, there's a piece of the Jennifer Photo behind one of the false mirrors in the second room!



Don't rush through the second room of mirrors without first getting this piece of the photo! It's on the floor behind the mirror on the right-hand side of the room. Shatter the glass, defeat the Jennifer Zombie, and pick it up.



Photo Piece #3



The final piece to this photo of Jennifer is on the floor in the hallway leading to the mirror arena, beyond the fourth room of mirrors. It's impossible to miss this one!



Photo Piece #4



CHECKPOINT!

BOSS BATTLE MIRROR RICK

PART ONE

Rick gets pulled through the mirror and is forced to fight none other than himself—or at least a mirror image. Although it appears to be a singular fight against a lone Mirror Rick at first, that's not entirely true. Conserve Necro for the third portion of the battle!

The Mirror Rick initiates the battle with a Psycho Ram attack, likely knocking Rick off his feet. This enemy attacks with all of the same punches, grabs, and combinations that Rick uses and it can be hard to defeat if you don't mix in some defensive guards/blocks to break up the attacks. Mirror Rick is very evasive and can dodge and roll every bit as well as Rick. Watch for the two to lock arms and grapple—rapidly tap the button flashing on the screen to turn the tide in your favor!



Hit Mirror Rick with repeat Ram and Pimp Hand Strong attacks in an effort to soften him up and gain the advantage. Try to pin him against the edge of the arena and use a Splatter Slash to inflict heavy damage, but only if you have a full Necro Meter. Follow this up with a Your Face, My Fist attack and look for an opportunity to finish him off with a Pit Clearer.



PART TWO

The second phase of the battle pits Rick against three Mirror Ricks in simultaneous combat—and even more are lying in wait to take their place! You're going to be really tempted to trigger Berserker Mode at the sight of the three Mirror Ricks. Don't do it! Use Pit Clearer attacks to knock them off their feet and immediately launch into Twisted Hammer and Your Face, My Fist combinations. This second wave of Mirror Ricks have far less health than those in the first wave, but Rick will have to defeat roughly 10 of them in order to proceed.



Roll away from their attacks while trying to draw them together, preferably in a line. Unleash an occasional Splatter Smash or Splatter Slam attack if the opportunity truly presents itself, otherwise try to get through this portion of the battle without using any Necro.



Watch for a new Mirror Rick to enter the arena and immediately pounce on it with a Psycho Ram or Pimp Hand Strong. Rick can kill one of these lesser Mirror Ricks in just three or four hits if you act quickly.

PART THREE

This is where things get really tough. Rick must now fight a Mirror Rick that uses Splatter attacks, followed by a Berserker Mirror Rick—this is why you needed to save your Necro! Fortunately, they don't both attack at the same time. Circle around to avoid the Splatter attacks it attempts, and then either counter with one of your own, or send it flying with a vicious Pimp Hand Strong. Look for opportunities to land a hit or two then quickly back away.



Mirror Rick is pretty agile and can dodge many of Rick's attacks. Try to stick to using one-off Splatter attacks when you know you have him cornered if you're not taking much damage. If you feel the battle slipping away from you, activate Berserker Mode and take advantage of its invincibility and the fact that it refills Rick's Health Meter. Also, remember that performing a Splatter Slash (or Smash) grants Rick momentary invincibility—trigger one of these attacks if about to be hit by one of Mirror Rick's Splatter attacks. You may not harm it, but at least you'll stay safe.



Save three bars of the Necro Meter for use against the Berserker Mirror Rick. Lesser Mirror Ricks will join the fray at the same time; pummel these lesser foes to replenish the Necro Meter if necessary, then trigger Berserker Mode and ambush Berserker Mirror Rick with Berserker Radial Combos and Berserker Directional Combos. This won't be enough to kill it before Berserker ends (unless you had a full Necro Meter). Understand that Berserker Mirror Rick is going to attack almost exclusively with Splatter Smash attacks—avoid these by staying behind or to his side while you focus aggression on the lesser enemies. Engage the primary threat once the Necro Meter has recovered and you can either activate Berserker Mode again or, at the least, attack with a pair of Splatter Slash attacks.



You can finish off Berserker Mirror Rick with a Splatterkill. Drain its health gauge to where it only has a sliver left, then grab hold of him when he's outlined in red. Rick will automatically begin punching him in the head over and over. Watch for the on-screen prompt to pull both control sticks upwards to rip Berserker Mirror Rick's arms off.



Mirror Manor

PHASE EIGHT: REFLECTIONS IN BLOOD



Phase 1
The Ruined Heart

Shotgun

Office

2x4

Dining Room

START

Lobby

Bed Room

Chainsaw

Gore Room

Tongue Ramp

2x4

2x4

GOAL

Gore Side-scroll

Machete

Heart Room



PHASE NINE: THE RUINED HEART

Rick and the mask uncover the dark heart of West mansion. A narrator tells the story of West's fall—from husband to widow, from surgeon to slaughterer, from God to the Devil. As the heart dies, a portal to the past is opened.

PRIMARY TACTICS

From this point on, many of the enemies that Rick encounters are stronger versions of enemies considered to be Mini-Bosses during earlier phases. It's imperative that Rick has a full-sized Health Meter and Necro Meter, but the Splatter Slash and Splatter Smash upgrades should be purchased as well. Spend some time in the Survival Arena mode if you are low on BLOOD Points and haven't unlocked these upgrades yet. It's also important to be strategic with your collection of Boreworms, use of weapons, and attention to lesser creatures. Much of your success from this point on relies on how well you manage the Necro Meter. Performing a single Mask Attack replenishes a small amount of health, but a lone Splatter Siphon attack can replenish most of the meter if there are numerous enemies around. Save Berserker Mode and Mask Attacks for the larger foes, or for those times when you are truly in danger.

COLLECTIBLES & UNLOCKS

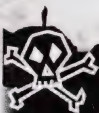
PHOTO PIECES	GRAMOPHONES	UNLOCKS
4	2	-

WEST MANSION

THE GORY LOBBY

Rick returns to West Mansion, but it's not at all how he left it. The house has been engulfed by the beating heart of the Corrupted. Gore covers the walls and floors and sinewy muscles and veins of some unimaginable creature lie stretched across all surfaces. The shape of mansion remains intact, more or less, so Rick should have little difficulty finding his way around.

The staircase leading out of the lobby is blocked by a barrier that won't go away until Rick defeats the two Abhores that attack. Leap and strike the closest one with a Pit Clearer and continue the beating until the other draws close. Then, hit them both with a Splatter Smash. A Demon Abhore emerges from a mouth-like orifice within the fleshy wall. This darker version of the Abhore is stronger and faster than the standard Abhore, but it attacks in a nearly identical fashion. Hit it with fast combinations and Pimp Hand Strong attacks. It's generally too fast to fall prey to many of Rick's charged attacks (except immediately after a heavy attack of its own). Its heavy right-arm attacks are unblockable, forcing you to use hit and dodge tactics. Roll behind it, strike with a quick combo to build up the Necro Meter, then hit it with a Splatter Slash.



LOST (AND FOUND) YOUR HEAD

Finish off the second Abhore with a Splatterkill and use it as a weapon against the Demon Abhore that attacks next. It will probably break after one swing, but it should deliver a good bit of damage.

Ascend the right-hand staircase in the lobby to the landing and pick up the photo on the right. The balcony on this side of the room is blocked, so you'll have to double-back the other way—but not before getting this piece of the photo.



Ascend the stairs on the left and continue into the hallway that leads to the offices. A tentacle suddenly lashes out at Rick and slams him into the wall. Fortunately, it doesn't inflict any damage. Pick up the 2x4 that is revealed and proceed to the office.

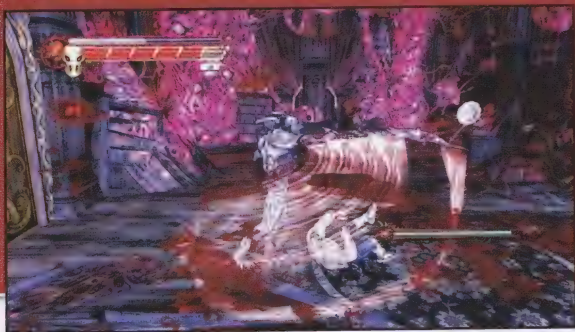


CHECKPOINT!

ROUGH DAY AT THE OFFICE

UNSTOPPA-BULL!

This is a great time to purchase the Unstoppa-bull upgrade if you haven't already. It costs just 5000 BLOOD Points and makes Rick invincible while rolling. Use this to avoid the Teratoid's whip-like attacks.



Three Demon Teratoids are lying in wait, ready to attack Rick as soon as he enters the office. Bring the 2x4 down hard over the nearest Demon Teratoid's head as soon as the battle begins. The weapon will shatter, but not without inflicting a fair bit of damage. Follow this with a Splatter Slash attack to get the Demon Teratoid primed for a Splatterkill. Use its severed head as a weapon against the other Teratoids—you'll be amazed how much damage Rick can inflict with one of these things!



GRAMOPHONE #1

Kill the three Demon Teratoids, then look to the corner of the office for the second to last gramophone. Activate the record to listen to Dr. West comment on something he refers to only as "the apparition."



Exit the office and immediately look on the floor of the hallway leading to the dining room. There is a shotgun behind a vase just outside the door from the office. Don't miss this valuable weapon!

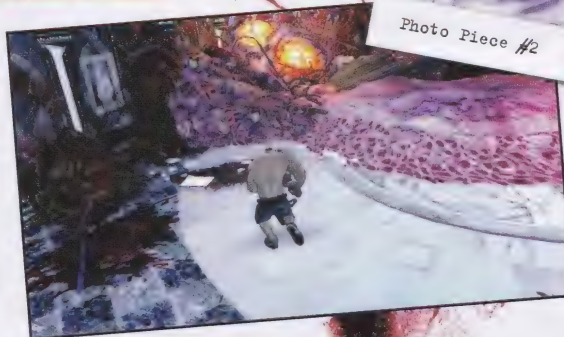


GUARDIANS OF GORE

Use the shotgun to blast the Abhore inside the dining room. Stand back and fire the weapon four times to kill it (three if you want to finish it with a Splatterkill). The death of the Abhore triggers the arrival of a Worm Guardian. Stick to a far corner of the room and wait for the Worm Guardian to slam its head down on the floor before firing on it. Like the Abhore, three or four shots are all it takes to kill the Worm Guardian—depending on how you wish to finish it off.



There is a piece of the photo on the ground between the door and the hole where the Worm Guardian was. The Abhore may be standing over it early on. Pick it up once the Worm Guardian has been defeated.



The bedroom up ahead contains a Mouth Guardian and a pair of Demon Teratoids. Try as you may, you won't be able to feed the Demon Teratoids to the Mouth Guardian, so focus on killing them instead. Finish up your remaining supply of shotgun shells, then switch to a combination of Splatter Slash and Pimp Hand Strong attacks to whittle down their health. Again, use the severed head of one to bash in the brains of another.



The next wave of enemies isn't any more conducive for feeding than the Demon Teratoids. The Demon Fire Forgotten are too hot to use grapple attacks. Activate Berserker Mode to quickly slash them to pieces without concern for their molten skin. Demon Fire Forgotten can also be struck safely by using the Pit Clearer attack—provided you fully charge it. Continue battling the Demon Fire Forgotten until Demon Ghosts begin appearing in the room. Now you can finally feed the Mouth Guardian! Use the occasional Splatter Slash to thin the herd of Demon Fire Forgotten and create a little breathing room, but focus on grabbing and throwing the Demon Ghosts into the Mouth Guardian. Feed the beast five Demon Ghosts to satisfy its recommended daily allowance of meat.



GRAMOPHONE #2

This is the final gramophone in *Splatterhouse*. It's near the wall to the left of the Mouth Guardian. You'll be hard-pressed to overlook this one. Listen to Dr. West discuss the experiments that he conducts in his downstairs labs.



Exit the bedroom through the mouth and run along the lengthy tongue, beyond the first batch of Fire Demon Forgotten, to the chainsaw that appears around the bend. Return to the enemies that you just passed and mow them down with the chainsaw. There are over a dozen more Demon Fire Forgotten scattered throughout the length of the winding tongue ramp. Hold the Sprint button to run while revving the chainsaw and slice the enemies in two at the waist. Magical barriers block Rick's progression along the tongue; kill all of the Fire Demon Forgotten to dispel the barriers and gain access to the Eye Guardian at the end of the tongue.



Advance on the Eye Guardian with the chainsaw, wait for the eyelids to open, then attack the eye with an overhead saw attack. This inflicts significant damage, probably at the expense of the saw's functionality. Finish off the Eye Guardian just as you've done previously: hit it with a Splatter Slash/Smash attack, then grab hold and yank that sucker out!



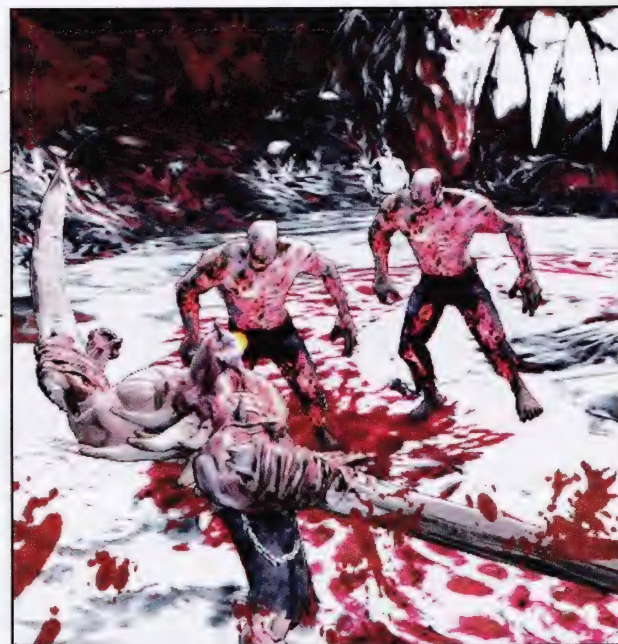
CHECKPOINT!

GORE ROOM

Pass through the gaping void left where the Eye Guardian had been to enter the Gore Room. Turn immediately to the right to find the next piece of Jen's photo.



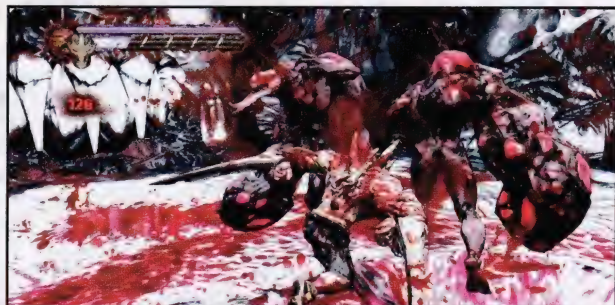
Slay the Homini that attack when Rick enters the Gore Room. Perform basic attacks on them to build up the Necro Meter in preparation for the tougher enemies to come. A large group of Demon Fire Forgotten attack as soon as the Homini have been dealt with. Lure them into a group and strike them down with the Splatter Slash attack.



BLOOD FROM A BLOATED STONE

The perimeter of the Gore Room contains several statue-like corpses frozen within the pink musculature of the room's lining. Break these brittle constructs to pieces to reveal the Necro-replenishing Boreworms inside.

Next up is a pair of Demon Teratoids. Blast them with a Psycho Ram attack to gain a little extra Necro if the meter isn't full, and unleash Berserker Mode. Slice them to pieces with a lengthy Berserker Radial Combo to clear the room of foes. Exit through the hole that opens in the center of the floor.

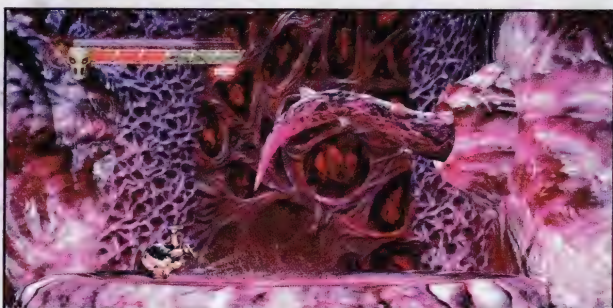


THE GORY SIDESCROLL

Rick is drawing close to the heart within West Mansion, but he is not quite there yet. The side-scrolling segment that stretches out before you contains very few enemies—just a handful of Student Forgotten—but there are a number of tentacles that suddenly appear from the floor, ceiling and even the background to smack Rick around. Move slowly to avoid being hit by them and Splatter Siphon the Student Forgotten to replenish any health lost to the tentacles.



Unfortunately, you're not done dodging tentacles once the lift begins. Tentacles emerge from the sides of the elevator shaft to smack at Rick as he ascends to the upper level. Run (and roll) from side to side to avoid these appendages, beginning with the first that emerges from the right. The tentacles appear in the following order: right, left, right, right, right, and left. These attacks don't inflict heavy damage, but it definitely pays to have the Unstoppa-bull upgrade.



Exit the lift after the sixth tentacle and pick up the 2x4 on the ground. Battle past the throng of Student Forgotten to get to the next vertical section of this side-scrolling area. The skulls on the walls serve as Jump Nodes. Leap back and forth across the shaft, from skull to skull, to ascend to the next level.

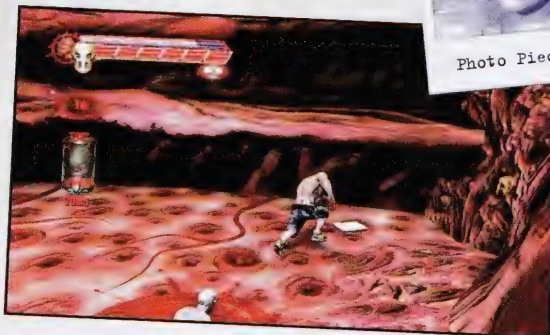


The final stretch before the heart room contains a series of massive spiked pillars that slam down to the floor. Move carefully and avoid sprinting, since the spacing of these deadly columns may cause you to overrun the safe zone and bring you directly into harm's way. Use Splatter Siphon on the Student Forgotten up ahead and put the 2x4 to work against the rest to beat a path to the hole in the floor. Drop through it to reach the heart room.



THE HEART OF THE MATTER

The final piece of the photo in this area is in the far left corner of the heart room. Make sure to get it when you first enter the room.



Set down the 2x4 if it's still in working order and use bare knuckle attacks to pummel the horde of Homini that rise from the floor to attack. The Psycho Ram and Pimp Hand Strong attacks work wonders against fodder like this.

Things start to heat up once the blood gets pumping through the tubes within the room and the heart comes into view. Two Demon Abhores leap into the room to attack next. Grab a 2x4 and smash it over the head of one of them with a leaping Skull Splitter attack. Finish it with a Splatter Smash and Splatterkill, then turn your attention to its counterpart. A Demon Beast attacks immediately after the Demon Abhores—be ready for this. Blast it with Splatter Smash attacks and Your Face, My Fist combos—get ready to grapple with it.

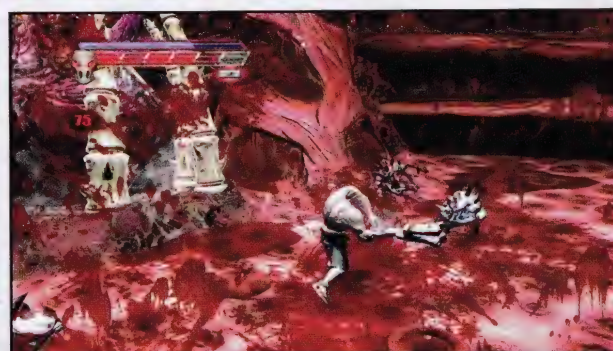


FOAMING-MOUTHED BEAST

Demon Beasts have a tendency to try and bite down on Rick, an attack which ends up in a grapple. Be ready to rapidly tap a button when prompted. If you win the grapple, you flip the Beast onto its back and deliver a double-fisted overhead blow to its head. This leaves the demon stunned and vulnerable to follow-up attacks.



The blood from these last three enemies soaks into the mansion's gore-covered floor and causes the heart to hang even lower. Now it's within reach! But first Rick must slice through the six finger-like bones that protrude from the floor that protect it like some sort of macabre ribcage. Grab the machete (or 2x4) and approach the boney fingers. Slash at the bones with the Splatter Slash attack to cut them down one by one. Demon Ghosts attack en masse. Use the weapon to destroy them. This not only gives Rick some room to work on the heart, but also replenishes the Necro Meter. Continue to slice away at the ribs until they are all broken. Approach the heart and press the Grab button to give Rick the command to rip it out.





Phase Ten
The Wicker Bride





PHASE TEN: THE WICKER BRIDE

1866—by the sea a wooden man burns. Inside, there is a woman that Rick mistakes for Jen; Leonora, West's undead wife. West prays to God, but the Devil answers. Two heroes race to save the women they love. By our story's end both are villains, and victims.

PRIMARY TACTICS

Time is of the essence during this phase. And that means being able to dispatch groups of angry Fish Folk as quickly as possible. Ensure that the Splatter Slash upgrades and Mask Attacks have been purchased. A well-aimed Splatter Slash is an excellent weapon against Fish Folk. Another worthwhile attack is the Corpse Pinata. Make your weapons last as long as possible by not using them against Beasts or Demon Abhores and, instead, save them for use against the Fish Folk. It only takes a tap of the Grab button (while standing next to a Fish Folk with a weapon) to kill one of these creatures with two quick strikes. Save your BLOOD Points for the Splatter Siphon Upgrade and Gamma Bomb attacks if you haven't purchased either of them yet.

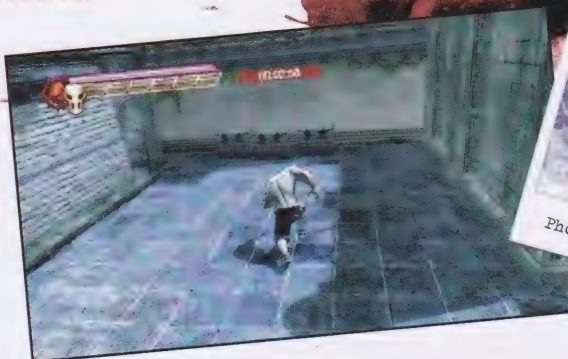
COLLECTIBLES & UNLOCKS

PHOTO PIECES	GRAMOPHONES	UNLOCKS
4	0	Survival Arena: Shadow of the Wickerman

WEST MANSION GROUNDS, 1868

THREE MINUTES AND COUNTING

There isn't much time to search for photos of Jennifer, so act quickly! Smash the wooden crates immediately to the left of Rick's starting position to find the first piece of this phase's photo. It is beneath the middle crate.

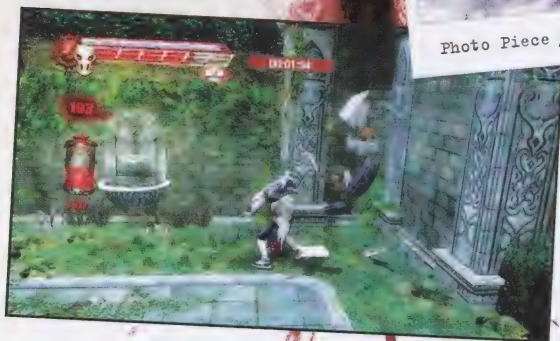


Rick sees the action taking place near the coast and is compelled to act quickly in order to save the girl in the Wickerman from being burned alive. He doesn't have much time; the crowd grows restless and the flames will reach the woman within minutes.

Descend the stairs into the courtyard and smash the barrels on the right to gain a 2x4. Kick the gate open to continue, but brace for a Student Forgotten to ambush Rick from the right. More leap to attack up ahead. Use the 2x4 to crush the skulls of each of the Student Forgotten and continue past the second gate to the area around the corner. Rick can't proceed beyond this third gate until all of the enemies in this area have been defeated. That means killing a dozen Student Forgotten and a half-dozen Demon Homini. Smash the barrels in the corner to find a sword and use it to chop through the horde standing between you and the portal that appears beyond the gate.



The second piece of the photo is also within the barrels in the corner, near the sword. Smash these barrels to get the sword and pick up the photo in the process!



EXTRA TIME ON THE CLOCK

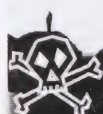
Enter the portal beyond the third gate to begin a free-falling segment. Steer Rick safely past the debris lurking within the portal while time is added to the original countdown. Rick crash lands in a nearby part of the courtyard with more than 3:30 on the timer.



CHECKPOINT!

THROUGH THE GARDENS

Kick open the gate and sprint down the path towards the Beast in the distance. Be ready to grapple with the Beast when it lunges and rapidly tap the button flashing on-screen to wrestle it to the ground. Move in behind it and attack its backside repeatedly to injure it. Beast's are immune to attacks from the front—Rick must hit them in the rear to inflict pain. Continue the assault with Splatter Slash attacks then perform a Splatterkill to finish it off.

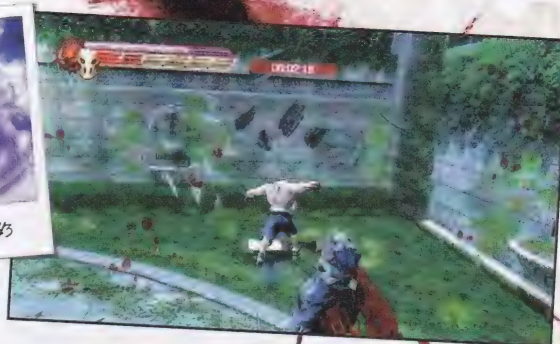


SET DOWN YOUR WEAPON!

Be sure to drop your weapon before attacking the Beast if you still have a sword or a 2x4 from the previous battle. The weapon will instantly break if it is used against this monster and either weapon could be put to better use against enemies up ahead.

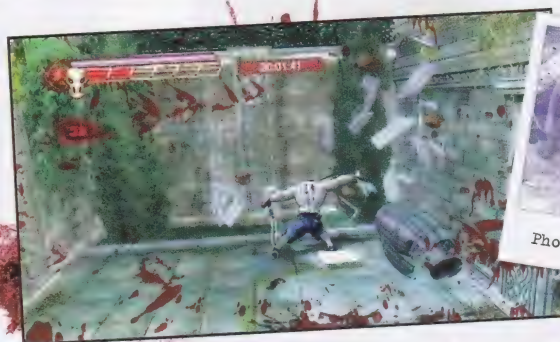
Continue down the path to the conservatory where a school of Fish Folk is set to attack. The Corpse Pinata is an especially efficient way to deal with these enemies if you have a weapon and the Weaponized Grab ability. If not, put the Psycho Ram and Shredder attacks to use against the Fish Folk. Look for an opportunity to perform a Splatterkill in the hope of securing an arm to use as weapon. With an arm in hand, Rick can perform the instant-kill Corpse Pinata attack by simply pressing the Grab button next to a Fish Folk. Of course, lining up multiple Fish Folk for a Hits to the Dome attack is an equally efficient way to eliminate them.

The next piece of the photo is within the barrels in the corner of conservatory. Take a moment to smash them before exiting the area.



Hurry through the lone open gate leading to the gardens. Fend off the Fish Folk that ambush Rick from the right (just as the Student Forgotten had done earlier) and continue to the small yard up ahead. More Fish Folk attack here. Unleash a sequence of Splatter Slash attacks to cut them in two and kick open the gate to continue around the corner.

The final piece of the photo of Jennifer is, like the others, within a stack of crates and barrels. Ascend the stairs towards the gate (two more Fish Folk attack here) and turn to the right. The picture is in the breakable objects to the right.



Kill the two Fish Folk atop the steps (near the next gate and portal) and smash the barrels on the right to find a meat cleaver. Kick down the gate and approach the portal slowly because three Demon Abhores are about to enter the garden. Immediately trigger Berserker Mode and unleash a flurry of attacks while the Demon Abhores are standing near one another. Slash them with Spinning Blades of Fury and Death from Above attacks. The enhanced Berserker Radial Combo upgrade really proves useful here, since time is of the essence.



TIME STOPS WHEN YOU'RE BLEEDING OUT

It may seem counterproductive to perform one of the elaborate Splatterkills that delivers a death blow to an Abhore, given the time limit for this sequence of battles, but the timer pauses during Splatterkills. Use this to your advantage to not only ensure the death of the enemy, but to gain a head that can be used as a weapon against the other Demon Abhores.



Hurry into the portal before the timer counts down to all zeroes. Another 1:24 will be placed on the clock as Rick falls through the portal to the Wickerman arena.



MISTAKEN SACRIFICE

Rick exits the portal with less than ninety seconds to try and save the woman he believes to be Jennifer. Five Fish Folk patrol the base of the flaming Wickerman. Launch into battle and destroy them as quickly as possible. Unleash Splatter Smash and No Head Room attacks to make quick work of them, then sprint to the base of the giant wicker statue.

The Wickerman has a series of metal rings affixed to it that Rick can use to climb the towering structure. Point Rick towards the metal ring and leap to it. Quickly look across to the left side of the Wickerman for additional Jump Nodes and work your way up to the captive. Leonora is inside the belly of the Wickerman and no matter how fast Rick is in trying to reach her, it will be too late—the tangle of branches and rope is simply too dense to extricate her. But that doesn't mean Leonora won't help herself...



Leonora bursts through her wicker cage and attacks Rick. She'll slap and claws at Rick while she wraps her legs around him and crawls all over his body—up and over his shoulders, between his legs, and back around to his torso. Be ready to shake the left Control Stick back and forth to shake free of her grip. If you fail to shake free, Leonora will repeat this motion. If you succeed, Rick will slam her to the ground and repeatedly stomp on her until she dies. Only then will he realize the woman inside the Wickerman wasn't Jen, but Dr. West's bride.





Phase Eleven

Blood Eclipse

Lead Pipe

Plaza

Shotgun

Chainsaw

Meteorite
Zone

Mausoleum

START

Courtyard

Meat Cleaver

Sinkhole

Meat Cleaver

Guardian Tunnel

Freefall Zone

GOAL

Lead Pipe

Road to Chapel



The fifth lock is open, and reality bows to a higher power. They are almost here. West makes a vow; he will smother man's pain in sweet extinction. He is willing to sacrifice all for love; perhaps West and Rick are not so different.

PRIMARY TACTICS

Phase Eleven is lengthier and quite a bit tougher than previous phases thanks to the plethora of high level enemies. You won't find any Ghosts here, but you will encounter a slew of Demon Teratoids, Demon Abhores, several Beasts, and an Aegis. Prepare for battle by making sure that you have purchased the Splatter Smash Upgrade 2 and Berserker Directional Combo. Monitor the Necro Meter carefully and seek out Boreworms in the ceramic pots and vases to replenish it. Follow along closely with the strategy outlined in this chapter—it is proven to work and will help you to manage Rick's weaponry and Necro Meter efficiently.

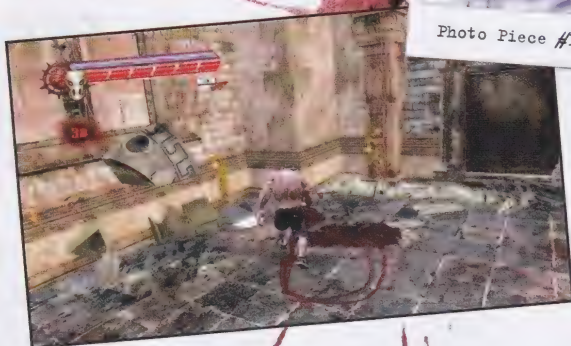
COLLECTIBLES & UNLOCKS

PHOTO PIECES	GRAMOPHONES	UNLOCKS
4	0	-

WEST MANSION GROUNDS, PRESENT

COURTYARD GUARDIANS

Climb the stairs directly behind the starting position and break the planters near the door to reveal this piece of the photo. The action heats up very quickly during this phase, so don't overlook this early piece of the photo.



Rick returns through the portal to the West Mansion Grounds during the present day. The conservatory and its gardens are now the site of a mausoleum. Beyond this area is a chapel. Rick must cross the demon-infested grounds to reach the chapel before it's too late. Get off to a good start by descending the stairs on the left and locating the meat cleaver inside the crate around the corner. Continue down the stairs to the courtyard and kick open the lone, unblocked gate on the left.



A meteorite blocks the path out of the courtyard and pushes Rick back the way he came, just as a Worm Guardian and a pair of Demon Homini appear. Use the meat cleaver to slash the Demon Homini in two as quickly as you can. Sprint and jump to avoid the Worm Guardian's tongue lashing attack and wait for it to slam its head down on the ground to attack—hit it with a pair of Splatter Slash attacks to weaken it. Grab hold of the head when prompted and watch as Rick rips it off, just as he's done to earlier Worm Guardians.



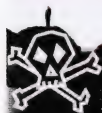
Killing this Worm Guardian removes the vine from the second gate in the area, but Rick can't leave yet! Not without dealing with a second Worm Guardian—and this one has two Demon Teratoids protecting it! Immediately activate Berserker Mode and launch into a frenzied attack against the Demon Teratoids. Slash at the Demon Teratoids with Swiss Cheese and Dragon's Bite attacks while watching to see if the Guardian Worm slams its head within range. If so, leap into the air to pummel it with an Agonizing Death From Above attack. The area of effect damage caused by this attack should deliver bone-shattering damage to all three enemies.



Cross the bridge of rubble to the stairs, and circle back up and around to the left-hand side of the courtyard to the gate. Kick it open and continue to the lower plaza.



SHOTGUN SHOWDOWN



BACK AWAY FROM THE GOLDEN DOOR!

Don't try to enter the mausoleum until you've collected the Shotgun, the photo piece, and have stomped enough Boreworms to replenish the Necro Meter. Search behind the black doors around the perimeter to find them.

Continue up the stairs on the right and smash the crate near the sarcophagus to lay claim to the shotgun. Return to the lower plaza and perform a thorough inspection of the perimeter. Kick open each of the unlocked, black doors to find a group of Boreworms that are ripe for the stomping. Crush all the Boreworms that you can find, then approach the large golden door of the mausoleum.



There is a black gate that Rick simply can't kick open thanks to the padlock on it. Use the shotgun (found up the stairs) to blast the door open. The next piece of Jen's photo is on the ground behind the door.



Photo Piece #2



It turns out that the meteorites weren't merely chunks of fiery space rock; they were carrying demons! Two Demon Abhores and a Demon Teratoid burst from these meteoric shells to keep Rick from proceeding with his mission. The Demon Abhores are close enough to strike within moments, so activate Berserker mode and have at them! Deactivate Berserker Mode as soon as the Abhores are defeated and use the shotgun to take care of the Demon Teratoid.



Five more Demon Teratoids comprise the second wave of attackers. Use the shotgun to blast the Demon Teratoids to pieces while simultaneously refilling the Necro Meter. The shotgun should last you long enough to kill all but one or two Demon Teratoids. Try to finish the remainders off without using any Necro (or just a single Splatter Slash attack if necessary) to conserve it for the third wave of this lengthy battle. The Demon Teratoids group up if you lead them around a bit. Try to bunch them together and use the shotgun to damage multiple foes with a single blast.



The third wave consists of two Beasts. Activate Berserker Mode as soon as they draw close. Focus your attacks on their backside and use directional attacks to make sure that each hit delivers some damage from underneath. Try to kill the final Beast with a Splatterkill to replenish the Necro Meter before you enter the mausoleum.

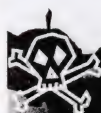


MAUSOLEUM MATCHING GAME

Smash the ceramic pots in the entrance hall to uncover some hidden Boreworms and raise the interior door to enter the mausoleum. The door immediately in front of Rick is locked and can only be unlocked after Rick successfully completes a symbol match, not unlike the one near the roller coaster in Dandy Land.



Descend the stairs on the right, towards the breakable pots and vases, and pull the meat cleaver from the chest of the deceased Slaughterhouse Forgotten lying on the floor. Circle around to the left, back past the entrance, and smash the vases and pots on that side to further refill the Necro Meter. Make your way down the stairs to the rear of the mausoleum.



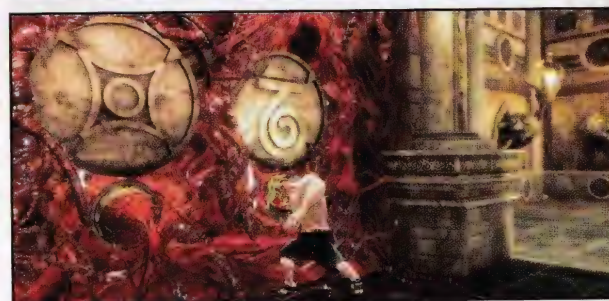
BLOODY SYMBOLS

The locked door opposite the entrance has two locks on it, and each of them are controlled by a separate Blood Cipher in the room below. You'll see a symbol outlined on the floor beneath the vases in that corner of the room. Stomp the Boreworms before they scatter to get a peek at the symbol. This is one of the two symbols needed to unlock the door.



The exit from the mausoleum is controlled by five Blood Ciphers, each with a separate symbol. Three are positioned in the front of the room while two others are positioned on the side. Rick must defeat the first wave of enemies (an Aegis and ten Slaughterhouse Forgotten) to activate the Ciphers and have an opportunity to punch the eyes of the correct symbols to continue. One of the symbols is revealed on the floor of the battle arena while the other is upstairs on the main floor (see note). Additional waves of enemies in increasing difficulty appear each time the incorrect Cipher is punched.

Activate Berserker Mode while attacking the Aegis to not only gain an immediate combat advantage, but to also reveal the correct symbol on the floor. Rick can see the symbols not only by covering the floor in blood, but also with Berserker Mode. Use the meat cleaver to slash through the horde of Slaughterhouse Forgotten that enter the room and wait for the Ciphers to become active. Punch the one whose symbol matches the symbol you saw on the floor here, then punch the one that matches the symbol on the floor upstairs. Return to the main floor and pry open the door to exit the mausoleum.



INCORRECT SYMBOL BRINGS ADDITIONAL FOES

Additional waves of enemies attack each time the incorrect eyeball is punched. The second wave consists of Morlocks and Demon Teratoids; the third wave features Demon Teratoids and a Demon Abhore, and the final wave contains multiple Demon Abhores. You can prolong the combat (to harvest more BLOOD Points) by intentionally selecting the wrong symbol, but this is not recommended unless you are playing on Coward difficulty, since this phase is long and difficult.



FLAMING DEMONS AND METEORITES

Fend off the Demon Fire Forgotten that attacks outside the mausoleum and descend the stairs to the crate on the right. Smash it to obtain a lead pipe; useful if you didn't take a meat cleaver from one of the deceased Slaughterhouse Forgotten inside the mausoleum. Put the weapon to use against the too-hot-to-touch Demon Fire Forgotten and follow the path around to the right. Finish off the enemies in the immediate area and trade out your weapon for the chainsaw inside the crate to the left.



Push open the door around the bend to engage four additional Demon Fire Forgotten and a Demon Teratoid. Hold the Sprint button while running towards the lesser enemies with the chainsaw to slice through them at the waistline, then turn your attention towards the Demon Teratoid. Two overhand directional attacks with the chainsaw should be all it takes to cut through the beast.



West Mansion Grounds, Present
PHASE ELEVEN: BLOOD ECLIPSE

Push the second door in this area open to enter a narrow pathway lined with columns that is undergoing a massive meteorite bombardment. Take off running immediately—don't sprint!—and dodge the impact craters that open in the floor as the meteorites slam the ground. Veer to the right first, then cut back to the left to avoid the two meteorites. Cross back to the right side of the path to avoid the next two meteorites and loop around the south end of the area.

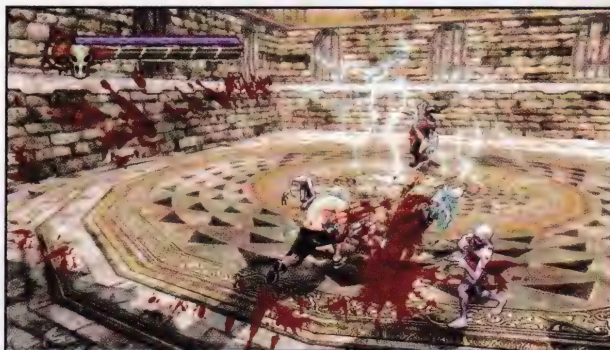


The danger isn't over once Rick crosses the gate at the end of the narrow path. Watch for the on-screen prompts and quickly follow along to activate Berserker Mode and catch the meteorite on a trajectory to slam into Rick's head. Rapidly tap the button flashing on the screen to give Rick the strength to catch the meteorite and throw it safely out of harm's way. Only then should you breathe a sigh of relief and continue to the door at the end of the path.



THE SINKING ARENA

Rick is seemingly trapped in a high-walled plaza with no way out—thanks to a ruined staircase. The way out isn't up however, it's *down*. The floor suddenly begins to sink just as a Demon Teratoid and a mass of Demon Homini and Homini enter the area. Rick is probably devoid of Necro, so it's imperative that you build it back up quickly. The best and safest way to do this when confronting the Demon Homini is to lower a shoulder and perform a Psycho Ram attack straight through the gang of them. Turn around, knock a few out of the way with a Pimp Hand Strong, then use Psycho Ram back the other way to lower the boom and gain enough Necro to perform a few Mask Attacks or even trigger Berserker Mode.



Two more waves of Demon Homini and Homini rise up from the ground as soon as the first is dispatched, so be ready for them. Consider saving some Necro to use a Splatter Slash, if you get caught in a tight spot. Continue to attack the Demon Teratoid amidst the chaos with the Homini and the further sinking of the floor.



The floor finally gives way and begins a controlled descent into a dark cavern deep underground. Two Demon Abhores leap onto the falling platform at the last second, presumably to keep Rick company on his journey. Take advantage of the invincibility afforded by the Unstoppa-bull upgrade and roll to avoid their attacks. This lets Rick stay in range to attack without too much risk of retaliation, provided you time the roll well.

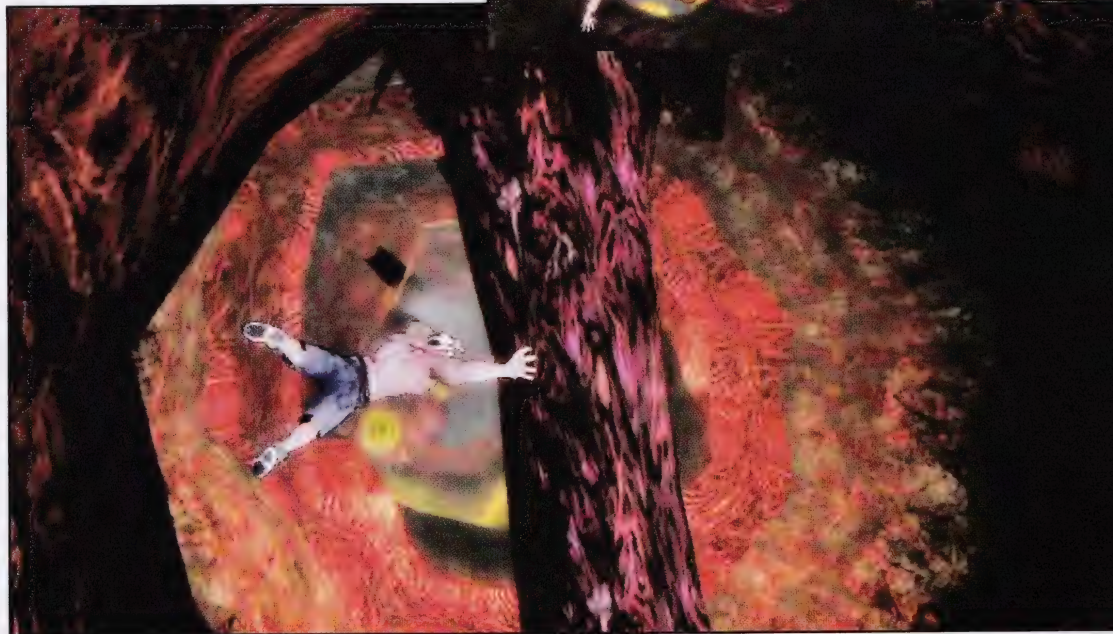
Focus on using charged attacks like Your Face, My Fist and Pit Clearer until you have enough Necro to unleash more powerful attacks. Focus on a single enemy and initiate a Splatterkill to gain a fleshy weapon for use against the other. Rip the latter one's head off as well, so you can use it against the Beast that attacks last. Hit the Beast with the head, then follow it up with two quick Splatter Smash attacks to kill it (or at least prep it for a Splatterkill).



FREEFALLING TO HELL

The platform finally cracks to pieces and drops Rick into a narrow tube where he continues to freefall. The tube is not without danger. There are a total of 24 fibrous obstacles in the chasm, some in the form of artery-like branches that span the width of the area and others that block as much as half of the cylinder. Guide Rick's freefall to avoid these obstacles. Colliding with any four of these obstacles will kill Rick instantly, even if he begins the drop with maximum health.

The tube Rick is falling through is spinning the whole time, so it's impossible to predict which side he should move to at a given moment. There is enough time to see the obstacle coming and react to it accordingly. Note, however, that many of the rod-like branches that span the cylinder are not necessarily squarely in the center, thus leaving a gap that may be too small for Rick to squeeze through. Look carefully and always aim to the side of the rod with more space, since the other one may or may not be large enough to ensure safe passage through.



GUARDIANS OF THE BRIDGE

Rick falls into a pit that is empty save for an Eye Guardian guarding the entrance to a lengthy cavern. Stand back and allow Rick's limb to regenerate (if necessary), then move in for the attack. The walls of the room are slowly squeezing together, so it's important that you don't wait around too long. Hit the Eye Guardian with a couple of charged punches and finish it off with a Splatter Slash. Yank the eye out of the socket and slip through the folds into the tunnel beyond it.



The near side of the rocky bridge that crosses the cavern is too weak to support Rick's weight and collapses as he runs past. Sprint across this fragile section towards the enemies at the other end. The portal on the end of the bridge is guarded by an Aegis and four Demon Teratoids. The Demon Teratoids are completely protected from Rick's attacks as long as the Aegis is alive. Activate Berserker Mode and unleash the Sadistic Rhino attack at this group of foes. The narrow width of the bridge makes it hard for the Aegis to teleport out of Rick's reach. Turn around after the Sadistic Rhino and unleash a Berserker Directional Combo back towards them. Finish off any stragglers with a Splatter Slash and step into the portal to return to the surface.



TO THE CHAPEL!

The portal delivers Rick back to the surface, along a road leading through the smoldering ruins of the cemetery, near the chapel. Smash the crate near the landing point to obtain a lead pipe.

Grab the lead pipe from the crate and head left, past the Fish Folk, and around the crater at the end of the road. The next piece of Jennifer's photo is on the ground just beyond the hole.



Use the lead pipe to battle past the Fish Folk on the path to the right. Sprint and swing the weapon to dash forward and deliver Hits to the Dome and Super Launch attacks. Fish Folk will "dive" through the bridge and emerge in another spot, so act quickly to keep them from giving you the runaround.



Kick open the gate and smash the pots and vases in the area beyond it to replenish the Necro Meter with the Boreworms that escape. Follow the winding path down towards the short tunnel and onward to the plaza beyond it. Smash the pottery here to further replenish the Necro Meter and kick open the large door atop the stairs to enter the main courtyard.



The courtyard has three exits, but each of them is sealed tight. The gates on the side are blocked by magical barriers and the heavy gate between the two statues is locked. Have a look around before Dr. West interrupts the quiet and two Mirror Ricks are released to attack.

BOOBY-TRAPPED FLOOR

The Mirror Ricks aren't your only problem. There are hidden spikes within the floor of the plaza that spontaneously rise up to impale Rick (or the Mirror Ricks) if they're standing. These won't inflict any damage if Rick is Berserker Mode, but they will knock him around a bit.

Immediately activate Berserker Mode at the start of the battle and don't stop lashing out with Berserker Radial and Berserker Directional Combos. The Necro Bar will probably run dry before the Mirror Ricks have been defeated, but don't let that dissuade you from maintaining an all-out offensive. Continue swinging with the lead pipe and Psycho Ram attacks and watch the Necro Bar to see when a Splatter Slash is available for use. The Mirror Ricks should be pretty close to death by the time the Berserker Mode ends and the real Rick will still have full health, so there's not a lot to fret about.



The final piece of a Jennifer Photo in Story Mode is on the walkway just outside the right-hand gate. Kick the gate open after defeating the Mirror Ricks and head up the steps to find it beneath the pots.



Kick open the door and head up the stairs to the chapel. It's time for Rick to finish this once and for all...

*Phase Twelve
The Devil Made Flesh*

PHASE TWELVE: THE DEVIL MADE FLESH

Rick learns that he has been deceived; 10,000 sacrifices, and him the executioner. In a body built by Rick's bloody hands the Corrupted live... and so can die; the mask takes his revenge. But Jen is not safe; Jen is not even Jen...

PRIMARY TACTICS

No additional upgrades will help you now. It's time to prove your mettle in a test of combat endurance. Sprint to the top of the stairs and stand between your love, Jennifer, and the hounds of hell. Use Splatter Slash to eliminate multiple enemies at once, then scavenge their lopped off extremities and wield them against their kinfolk. The battle is long, and it won't be easy, but it can be won. Trust the disruptive power of the Pimp Hand Strong and Batter Up attacks to accrue Necro, then unleash the Splatter Slash and watch the bodies pile up.

COLLECTIBLES & UNLOCKS

PHOTO PIECES	GRAMOPHONES	UNLOCKS
0	0	Survival Arena: West Manor Chapel, Exclusive Terror Mask, Brutal Difficulty Mode

WEST MANOR CHAPEL

RICK AND JEN AT THE ALTAR

Was Rick too late? He managed to stop Dr. West, but the Corrupted has come in the form of 1000 twisted souls, slaughtered by Rick's own hands. And they are coming for Jen. Dozens upon dozens of enemies are en route to finish the sacrifice and it's up to Rick—you—to save her. Run interference and see to it that Jen's health gauge (lower right-hand corner of the screen) never is fully emptied.



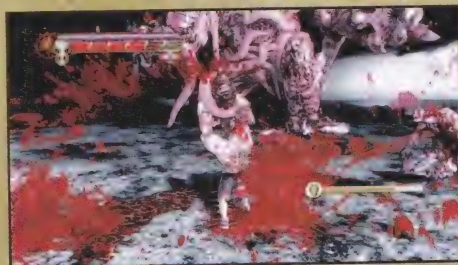
DIE AND BE REBORN

It might sound like a rather odd thing to suggest in a strategy guide, but don't be afraid of failing to protect Jen the first time you play this scene. Continuing sets Rick back in the chapel yard with both full health and a completely replenished Necro Meter.

THE DEVIL MADE FLESH

Sprint across the clearing and up the stairs to protect Jen from the first two Demon Ghosts that attack her. Interrupt their attacks with a Pimp Hand Strong and finish them off as fast as you can, perhaps with a Crowd Surf attack. Shift towards the stairs and guard against the Slaughterhouse Forgotten and other Demon Ghost coming in this first wave. Hit them with a Splatter Slash and catch your breath.

Things are about to get much harder. The enemies are too numerous to count, let alone call out individual tactics for each. So long as you're sure there aren't any enemies near the stairs or by the altar, go ahead and sprint across the clearing to take on the next batch of enemies as they shake free from the Corrupted. Blast the area between them with a charged Splatter Jump Slam. Just make sure to chase after any Demon Ghosts that slip past.



The Splatter Slash attack is excellent for not only instantly killing any of the enemies it hits, but it leaves Rick with some arms and heads to use as weapons. Don't underestimate the added damage that Rick can inflict on multiple Demon Ghosts by swinging the spiky arm of a fellow Ghost. Try to save at least a single Necro Bar for an emergency Splatter Smash attack and rely on Pimp Hand Strong and Pit Clearer attacks to keep the enemies away from Jen. Mix in the occasional Mask Attack and fleshy weapon attack. Weapon attacks fill the Necro Meter more quickly than unarmed light attacks.



Student Forgotten will mix with the Slaughterhouse Forgotten (unarmed only, unfortunately) during the latter portion of the battle. Stand in front of the altar, facing the stairs and slay everything that gets close to Jen. The Corrupted will continue its march towards the base of the stairs.



THE FINAL BLOW

Rick can't stop to free Jen from her shackles just yet! Watch the screen for the prompt to activate Berserker Mode, so Rick can catch the massive foot about to crush him where he stands. Rapidly tap the button flashing on the screen (just as with the meteorite) to push back the weight of the monster and knock it onto its back. Follow along with the on-screen prompts to aid Rick in ripping the beast's heart out.



SURVIVAL ARENA

Survival Arena mode pits Rick against 20 waves of unrelenting enemies. The goal is to defeat all 20 waves in the fastest time possible. Dying ends the attempt. During the melee weapon drops randomly fall into the arena to help you increase Rick's chances for survival. Smash these containers to get the weapon inside. Combat is much the same as it is in Story Mode, with a couple of notable exceptions. For starters, Rick does not earn BLOOD Points during Survival Arena in real-time, nor can the Skills Upgrade screen be accessed. The good news is that powerful weapons like the baseball bat, shotgun, and chainsaw are not uncommon in Survival Arena.

MORE THAN PURE COMBAT

RANKING SYSTEM

Players who survive all 20 waves of combat are presented with a post-game analysis and a ranking for their performance. Ranks range from D through S and are determined by the completion time. D ranks are the equivalent of a failing grade, but C, B, A, and S ranks count towards the game completion calculation at 25%, 50%, 75%, and 100% for each arena, respectively. The amount of BLOOD Points earned as a reward at the end of the 20th wave is determined by the rank you earn. Specific rank requirements and BLOOD Rewards are listed for each arena below.

The rank isn't the only thing covered in the post-game analysis. You'll also be shown each of the following statistics:

Time: Completion time for current attempt.

Rank: Rank earned with current attempt, ranging from D through S.

Secret Missions Complete: The number of Secret Missions you completed during the current attempt.

Blood Earned: This is your BLOOD Reward, based on the rank earned in current attempt.

Blood Bank: How many BLOOD Points you currently have to spend in the Upgrade Screen (must access Story Mode to purchase upgrades).



survival arena	
Slaughterhouse	
time	00:11:20
rank	D
secret missions complete	2 / 10
blood earned	11000
blood bank	0
best time	00:11:20
best rank	D
best blood earned	0 / 0

Best Time: Your fastest completion time on all attempts for this arena.

Best Rank: Your best rank earned all-time for this arena.

Pictures Found: How many pieces of the photo of Jennifer you collected in this arena. Photo pieces are inside green containers that drop during waves 5, 10, 15, and 20.



SECRET MISSIONS

There are 10 Secret Missions to complete during each Survival Arena game. There are essentially five types of Secret Mission, each with a lower requirement and a harder one. Completing Secret Missions earns you bonus weapon drops which could help further your chances of surviving all 20 waves.

- No damage for 1 minute.
- No damage for 2 minutes.
- Successfully perform 5 Splatterkills.
- Successfully perform 20 Splatterkills.
- Kill 25 enemies in Berserk Mode.
- Kill 50 enemies in Berserk Mode.
- Stomp on 20 Boreworms.
- Stomp on 50 Boreworms.
- Kill 10 enemies with any body part.
- Kill 25 enemies with any body part.

Every Survival Arena has the same ten Secret Missions. There is no in-game checklist or counter for any of these Secret Missions, so you're going to have to rely on your memory to track which ones you completed and the ones you still need to work on. Even though there are Achievements/Trophies for completing 5 and 10 of them in a single arena battle, the only other benefit—a big one—to completing these Secret Missions is additional weapon drops. It's up to you to decide how much effort to put into completing these Secret Missions, since focusing too much on one or two Secret Missions may cost you time, which is far more important. Understand that completing all 10 of these challenges requires a more careful, time-consuming approach to Survival Arena and will likely lead to a lower grade than you might otherwise earn.





The earlier waves are naturally easier than the ones that come later—they feature fewer and weaker enemies. Use this to your advantage and focus on completing the “No Damage” missions during the first several waves. Crates drop into the arena periodically throughout the battle. Many of them contain weapon drops, but others contain Boreworms. Always smash the crates when they appear and be sure to stomp any and all Boreworms that you see; this not only works towards the Secret Mission, but also replenishes the Necro Meter. The weapons will help you avoid damage, but another approach is to wait until a later wave and kill all of the enemies except a single Teratoid. You should be able to deftly avoid the Teratoid’s attacks for two minutes.

The other challenges require specific fatal attacks, namely killing enemies with Splatterkills, arm and head attacks, and during Berserker Mode. Accumulating a number of Splatterkills and fleshy weapon kills is going to be really hard unless you resist the urge to use the non-fleshy weapons dropped into the arena. Refrain from using non-fleshy weapons until the going gets tougher. Instead, isolate weaker foes for Splatterkills. With any luck, you’ll perform the Splatterkills that rip off a Ghost’s or Forgotten’s arms (even though the timer does continue running during Splatterkills). Quickly grab the arm and start attacking a single nearby enemy. Arms (and thrown heads) can be used to instantly kill most enemies with a two-hit combo via the Corpse Pinata attack. Just run up to an enemy and press the Grab button when wielding a non-bladed weapon!





Racking up the kills in Berserker Mode is easy to do, provided you don't empty the Necro Meter using Mask Attacks. It's also important to not wait until Teratoids are present to activate Berserker Mode. Use this powerful attack mode whenever numerous enemies are around, especially if Rick is starting to run low on health. Activate Berserker Mode, slaughter a few enemies with Berserker combos, then deactivate it—try to avoid letting the Necro Meter run dry!



PHOTOS OF JEN

Each of the Survival Arenas also contains a new Jennifer Photo. Pieces of Jennifer's Photos are dropped into the arena within green containers, not unlike those that contain weapons and Boreworms. Keep your eyes peeled to see where the containers bounce, then rush over and smash them open.

Step onto the photo piece to pick it up, just as in Story Mode. The pieces typically appear during waves 5, 10, 15, and 20. Collect all of the photo pieces from all six Survival Arenas to unlock an Achievement/Trophy (provided you collected all 11 from Story Mode).



THE ARENAS

WEST MANSION LOBBY

YOUR INTRODUCTION TO A WORLD OF DESPAIR...

Unlocked upon completion of Phase One in Story Mode.

RANK REQUIREMENTS AND BLOOD REWARDS

RANK	TIME REQUIREMENT	BLOOD REWARD
S	<12:00	10,000
A	12:01 to 14:00	6000
B	14:01 to 19:00	5000
C	19:01 to 24:00	4000
D	>24:01	3000

ENEMIES ENCOUNTERED

- Ghost
- Homini
- Demon Homini
- Student Forgotten
- Teratoid

Survival Tactics

Just because it's the first arena to unlock doesn't mean you should take it lightly. Grab the 2x4 that drops at the start of the battle and batter the Homini and Ghosts that make up the first two waves as quickly as you can. You want to lay the lumber into the Student Forgotten in the third wave within the first minute. Build up the Necro Meter and activate Berserker Mode once the Demon Homini start appearing, so you don't take too many chances.



Put the Splatter Slash attacks to use against the Teratoid, then grab another weapon and brace for more Homini and Ghosts. Always charge towards the greatest number of enemies to save time and allow the individual stragglers make their way to you. Monitor the status of the Necro Meter and take out enemies with Splatter Smash to gain some time. Also, don't be reluctant to use Berserker Mode against groups of weaker enemies, since it will go towards completing Secret Missions and make better weapons available for use against the other foes. The main thing is to avoid being grabbed by a Student Forgotten because this can eat up time and make it much more difficult to earn an S-ranking.



Stick to using club-like weapons against the Ghosts and Forgotten and save the shotgun, should you get one, for use against the Teratoid. It should only take two shots with the shotgun to kill these creatures. Move to the center of the arena at the start of a wave to quickly blow the heads off the enemies as they spawn with a single blast from the shotgun.

SLAUGHTERHOUSE

WILL YOU ESCAPE THESE BLOOD-SOAKED HALLS?

Unlocked upon completion of Phase Four in Story Mode.

RANK REQUIREMENTS AND BLOOD REWARDS

RANK	TIME REQUIREMENT	BLOOD REWARD
S	<16:00	11,000
A	16:01 to 18:00	7000
B	18:01 to 20:00	6000
C	20:01 to 22:00	5000
D	>24:01	4000

ENEMIES ENCOUNTERED

- Homini
- Demon Homini
- Ghost
- Morlock
- Slaughterhouse Forgotten
- Aegis

Survival Tactics

The Slaughterhouse arena is quite small in size, which makes it great for using melee weapons like the lead pipe that is lying on the ground at the start, or the plethora of meat cleavers that Rick can obtain from the deceased Slaughterhouse Forgotten. Grab the pipe at the start and start knocking the Homini, Ghosts, and Morlocks into the walls with an endless string of Hits to the Dome. Hold the Sprint button and repeatedly tap the Radial Attack button to backhand the demonic snot out of these cretins. Hit the Slaughterhouse Forgotten with a Splatter Slash to reduce their numbers and finish the stragglers with a Corpse Pinata attack. If you work quickly, you can break into the fourth wave in under a minute.



Things start to get tougher in the fourth wave with the presence of an Aegis. These enemies become quite numerous in the later waves and often appear in pairs. Immediately unleash a Splatter Smash attack in either their direction or the direction of the largest group of enemies. The other enemies don't receive their invincibility protection from the Aegis until after the Aegis casts its spell—there is a brief window of opportunity to do some heavy damage before the Aegis can protect them. Grab a weapon and hit the Aegis with a Super Launch attack—it only takes one direct hit to kill an Aegis with this attack (Sprint + Directional Attack).



Dealing with Abhores is another matter. Hit them with a Splatter Smash or Splatter Slash attack, but don't waste Berserker Mode or any weapons on them. Instead, try to lure other enemies towards them and perform a second Splatter Smash to kill multiple foes at once. Normally, a Splatterkill takes too much time to be beneficial to your attempts at an S-rank, but killing an Abhore with a Splatterkill may actually save time because it gives Rick a head to use as a weapon and also guarantees that the Abhore won't regenerate lost health. Of course, killing it alongside a half-dozen other enemies with a single Mask Attack is definitely the way to go.



The biggest threat during Slaughterhouse is the Demon Homini. Do not take your eyes off them and do not hesitate to use a Mask Attack against them if Psycho Ram is too risky. Hits to the Dome works well, but it's risky unless Rick is armed with a meat cleaver. You'll start to encounter cleaver-wielding Slaughterhouse Forgotten in the eighth wave. A chainsaw may appear at the start of the fifteenth wave. Don't pick it up until all of the Abhores and Aegis have been defeated. Use the chainsaw to tear through the throngs of lesser enemies in the sixteenth and seventeenth waves.



WEST OBSERVATION ROOM

WHAT DARK EXPERIMENTS HAVE BEEN PERMITTED HERE?

Unlocked upon completion of Phase Six in Story Mode.

RANK REQUIREMENTS AND BLOOD REWARDS

RANK	TIME REQUIREMENT	BLOOD REWARD
S	<23:00	12,000
A	23:01 to 25:00	8000
B	25:01 to 27:00	7000
C	27:01 to 28:00	6000
D	>28:01	5000

ENEMIES ENCOUNTERED

- Homini
- Demon Homini
- Demon Ghast
- Morlock
- Student Forgotten
- Fire Demon Forgotten
- Teratoid
- Abhore

Survival Tactics

The battle begins with four weapons lying on the floor: a machete, a lead pipe, a 2x4, and a chainsaw. Grab one of the non-motorized weapons (the machete may be the best choice) and brace for the first waves of Morlocks, Demon Ghosts, and Student Forgotten. The machete makes quick work of the first three waves, particularly if you rely on the Scissor Run. This serves to quickly fill the Necro Meter and also builds up some cushion regarding the time requirement. If you move quickly, you can fight the fourth wave inside of two minutes. And you'll want that Necro Meter pretty full for the fourth wave—there's way too many Demon Homini to take a chance on *not* using Mask Attacks or Berserker Mode.



The Teratoids start to appear during wave five. Remember that they inspire other enemies to fight with greater ferocity than they otherwise would, so take them out fast. Use a Splatter Slash if the Demon Ghosts are close by to slam them with splash damage: they're arms make decent weapons. Just remember to switch back to a bladed weapon when it comes time to battle the Demon Fire Forgotten. You will probably want to cut these foes in half at the waist as quickly as possible.



The Aegis starts appearing during the ninth wave, alongside a group of Morlocks. Blast the Aegis with a Scatter Smash and deliver multiple Hits to the Dome to knock the Morlocks out of the way. An Abhore will accompany some Demon Homini after that. Tackle them the way you've done in other arenas or in story mode, but don't hesitate to activate Berserker Mode if a Demon Homini manages to land an arm-severing attack. And remember that an Abhore is able to drag its severed torso around the arena for quite some time after it has been cut in two. Make sure you deliver a fatal blow, or else you risk wasting a lot of time while it bleeds out.



It shouldn't come as a surprise that the weapon drops are few and far between during this arena, since you begin with four of them at the start. Reserve the chainsaw until wave seventeen and make the others last as long as you can by minimizing their use against Teratoids, Abhores, or Aegis unless it is absolutely necessary. Furthermore, try to complete some of the secret missions during the middle waves to gain some extra weapons. Even the addition of a second lead pipe can really make battling Morlocks and Ghosts much easier. It also makes it easier to preserve the Necro for tougher waves that contain multiple Teratoids and Abhores.



THE DEATH COASTER

IS THERE NO END TO THIS HORRIBLE ONSLAUGHT?

Unlocked upon completion of Phase Eight in Story Mode.

RANK REQUIREMENTS AND BLOOD REWARDS

RANK	TIME REQUIREMENT	BLOOD REWARD
S	<25:00	13,000
A	25:01 to 27:00	9000
B	27:01 to 29:00	8000
C	29:01 to 31:00	7000
D	>31:01	6000

ENEMIES ENCOUNTERED

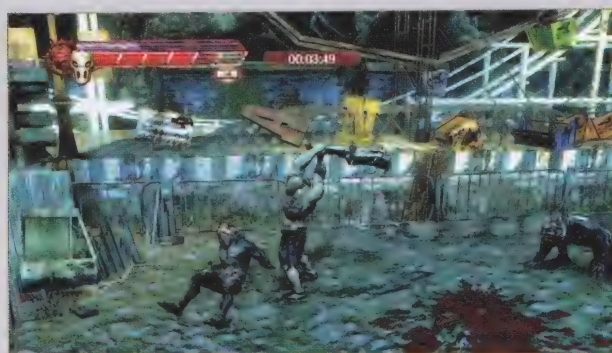
- Jen Zombie
- Demon Homini
- Demon Ghost
- Demon Fire Forgotten
- Morlock
- Clown Forgotten
- Fish Folk
- Demon Teratoid
- Abhore
- Beast

Survival Tactics

This arena is a bit narrower and longer than the previous three, which is good because you're going to need plenty of room to run with the Psycho Ram at the start of this battle. In some ways, the very first wave may be among the toughest. The presence of Jen Zombies and Demon Ghosts makes it tough to get started without any Necro. Sprint back and forth with a Psycho Ram attack to knock the Jen Zombies aside and build up the Necro Meter. Unleash a Splatter Smash attack as soon as possible to thin their numbers.



Most of the weapon drops in this challenge come in the form of body parts, specifically arms. Use these and any other non-bladed attacks to quickly work through the gangs of Fish Folk and Clown Forgotten via the Corpse Pinata attack. Not only can this attack kill a healthy Fish Folk or Clown Forgotten with just a tap of the Grab button, but it helps you earn body part kills towards the secret missions. Continue using arms and other blunt weapons to smash the head of each of these enemies through the next several waves. Watch for Demon Homini and Jen Zombies. Don't hesitate to unleash a Splatter Slash attack on them!



Things get a bit trickier at the start of the fifth wave when multiple Demon Teratoids spawn into the arena. Try to avoid breaking your weapon on them and, instead, unleash a flurry of Splatter Smash attacks. With any luck, they'll spawn side-by-side and you'll be able to kill both very quickly. Try to finish off the second with a Splatterkill to gain a head for use as a weapon. Just be sure to save some Necro for use against the Jen Zombies that attack in the coming waves. More Demon Teratoids attack in the ninth wave. They'll incite the Demon Ghosts that accompany them, so focus on them first.



A Beast enters the arena at the start of the tenth wave, along with a crate that probably contains a chainsaw. Leave the chainsaw for use in the sixteenth wave and hit the Beast with a series of Mask Attacks. Stomp the available Boreworms to replenish the Necro Meter for use against the Demon Homini and Jen Zombies that attack immediately after the Beast's demise. Put the chainsaw to use against the Demon Homini and Jen Zombies in later waves by running in figure-eights to avoid being struck. Set the chainsaw down to battle the multiple Abhores that spawn—take them out with Berserker Mode—then pick the chainsaw back up once the room is devoid of larger, weapon-breaking foes. Be sure to conserve as much Necro as you can before you approach the final two waves, since the sheer volume of Demon Teratoids and Beasts is tough to handle without Berserker Mode.



SHADOW OF THE WICKERMAN

TIME AND SPACE ARE TORN ASUNDER. WHAT AWAITS YOU, PUNISHMENT OR REDEMPTION?

Unlocked upon completion of Phase Ten in Story Mode.

RANK REQUIREMENTS AND BLOOD REWARDS

RANK	TIME REQUIREMENT	BLOOD REWARD
S	<26:00	14,000
A	26:01 to 28:00	10,000
B	28:01 to 30:00	9000
C	30:01 to 32:00	8000
D	>32:01	7000

ENEMIES ENCOUNTERED

- Homini
- Demon Homini
- Demon Ghost
- Kamikaze Ghost
- Demon Fire Forgotten
- Student Forgotten
- Fish Folk
- Morlock
- Aegis
- Demon Teratoid
- Demon Abhore
- Beast

Survival Tactics

The Shadow of the Wickerman arena is arguably the toughest of them all. This C-shaped arena is quite spacious and, unlike other arenas, you can't see all of it at once thanks to the Wickerman's legs. This means there may be containers with valuable weapons or Boreworms available and you may not even realize it. Speaking of which, the first wave is against a large group of Fish Folk, an enemy type that can be notoriously difficult without any weapons or Necro. Put the Tackle Pack to use and hit them with a Chubby Chaser to tackle a Fish Folk to the ground, then press or hold the Grab Button repeatedly to perform the Bear-tista. This attack pops the enemy's head right off and gives you something to throw at the others, a potential one-hit kill with the Power Head Throw upgrade!



Focus on completing a couple of secret missions early in the battle to gain a few much-needed weapon drops. You shouldn't have too much trouble finding 20 Boreworms to stomp and you may even survive one or two minutes without damage for extra weapons. Use one of these weapons to strike the Morlocks that appear in the third wave—try to back them up against the railing to corner them, otherwise they can be very tricky to catch. The machete is especially valuable during the fourth wave when the Demon Homini appear alongside the Kamikaze Ghosts. The machete is capable of decapitating the Kamikaze Ghosts without causing them to self-destruct. This is extremely useful!



Prowl the perimeter as well as the area around the Wickerman's feet in search of a weapon container that may contain a shotgun. A shotgun can really make the battles against the Aegis and Demon Fire Forgotten much easier! It's also a great tool against those evasive Morlocks.



The biggest difference between this challenge and the ones that have come before it is that you really can't afford to waste too much of your Necro using one-off Mask Attacks. Rick is going to have to battle against multiple Demon Abhores, multiple Demon Teratoids, or even two Beasts simultaneously as early as wave eight and having enough Necro for a lengthy trip into Berserker Mode is essential. Use the Splatter Slash against the Demon Faceless, but try to defeat the other smaller creatures without using any Necro. This isn't as hard as it sounds if you make frequent use of the Corpse Pinata and Up Chucker weapon attack and throw.



WEST MANOR CHAPEL

DOES VICTORY OR DEFEAT AWAIT RICK AT THE CORRUPTED CHAPEL?

Unlocked upon completion of Phase Twelve in Story Mode.

RANK REQUIREMENTS AND BLOOD REWARDS

RANK	TIME REQUIREMENT	BLOOD REWARD
S	<20:00	15,000
A	20:01 to 25:00	11,000
B	25:01 to 30:00	10,000
C	30:01 to 40:00	9000
D	>40:01	8000

ENEMIES ENCOUNTERED

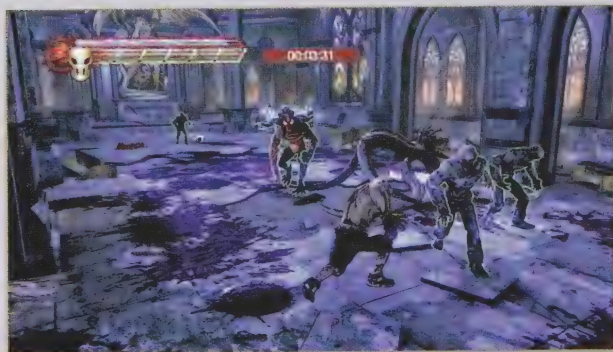
- Homini
- Demon Homini
- Demon Ghost
- Kamikaze Ghost
- Student Forgotten
- Clown Forgotten
- Demon Fire Forgotten
- Morlock
- Aegis
- Demon Teratoid
- Demon Abhore
- Beast

Survival Tactics

The West Manor Chapel is a small, narrow place built for intimate meetings of the heart and spirit. Now it's a claustrophobic battleground about to be painted red! Grab the 2x4 on the ground at the start of the battle and lunge straight into battle against the first waves of enemies. Deliver nonstop Hits to the Dome to clear the scattered pews of these demonic sinners. Move fast and you'll be laying the lumber to the third wave's Fish Folk in a minute's time. Build up the Necro Meter to gain plenty of Necro to use against the Demon Fire Forgotten that attack next.



The action begins to intensify during the fifth wave when an Aegis appears alongside a Demon Teratoid and numerous Forgotten. It can be hard to slip past the protected enemies to reach the teleporting Aegis thanks to the narrowness of the chapel. Use Psycho Ram to burst through row of defenders and score a hit on the Aegis. Rip the head off the Demon Teratoid with a Splatterkill and use it against the Demon Ghosts in the next wave with a series of Super Launch attacks. This is another good way to quickly rack up your collection of body parts kills and earn a new weapon.



Smash the weapon containers that drop in search of a shotgun (secret mission reward) and move it to the center of the chapel so you can get to it quickly. Save it for when multiple Aegis appear. Bladed weapons, the shotgun, and the chainsaw are the only weapons that can cut through and kill an enemy protected by an Aegis' magic. And of these, the shotgun is the easiest to hit the Aegis with as well.









Make a conscious effort to build up a store of Necro starting around wave thirteen, because it's going to come in handy once wave fifteen rolls around. The final batch of waves contains multiple Aegis, Beasts, Teratoids, and Brutes, along with a host of Demon Fire Forgotten. Trigger Berserker Mode, to drop these beasts within a hair of death, then deactivate it and finish them off with a Splatterkill. This will go a long way towards replenishing the Necro Meter for the next fight. The tight confines of the chapel add to the difficulty during the final two waves. Use the Pimp Hand Strong, Pit Clearer, and Psycho Ram attacks to squeeze enough Necro out of the tougher foes to unleash a Splatter Smash. Focus your attacks on a single enemy to ensure that you are at least reducing the numbers of assailants little by little. Just make sure not to target those enemies outlined in blue, they are protected by the Aegis.



ACHIEVEMENTS & TROPHIES

STORY MODE

	THE BERSERKER Complete Phase 2: The Doll that Bled.	10 POINTS	BRONZE TROPHY
	BE GARBAGE OF CESSPOOL Complete Phase 4: The Meat Factory.	20 POINTS	BRONZE TROPHY
	EXPERIMENT 765 Complete Phase 6: Beast with a Human Heart	30 POINTS	BRONZE TROPHY
	SHATTERED NARCISSUS Complete Phase 8: Reflections in Blood	40 POINTS	SILVER TROPHY
	PYRE FOR THE DAMNED Complete Phase 10: The Wicker Bride	50 POINTS	SILVER TROPHY
	BRIDE OF THE CORRUPTED Complete the game on any difficulty.	100 POINTS	SILVER TROPHY



I WALK WITH DEATH

Complete the game on "Savage" difficulty (or harder).

110 POINTS

SILVER TROPHY



DREAMS OF THE DEAD

Complete the game on "Brutal" difficulty.

120 POINTS

PLATINUM TROPHY

These bonuses unlock automatically as you progress through Story Mode. The phase-based bonuses unlock after you complete every even-numbered phase, beginning with Phase Two. Complete the phase on any difficulty to unlock the corresponding Achievement/Trophy. The more valuable challenges require completing the game on various difficulty settings. Unlocking one will unlock the challenge set for the lower difficulty if not already unlocked.

COMBAT & GORE



THE BUSINESS OF KILLING

5 POINTS

BRONZE TROPHY

Perform a Splatterkill.



SOUTH OF HELL

5 POINTS

BRONZE TROPHY

Perform 75 Splatterkills.



VIGOROUS VENGEANCE

10 POINTS

SILVER TROPHY

Perform 150 Splatterkills.



Pummel an enemy with repeat, non-lethal attacks until it glows with a red outline. Run up to the enemy and press the Grab button to initiate the Splatterkill. Watch the on-screen prompt and push the left and right control sticks in the directions shown on the screen to mimic the push/pull action of Rick's left and right hands, respectively.

Perform the move correctly and Rick will execute an attack so horrifyingly bloody that, well, there's a reason they call it a Splatterkill!! Continue to make use of this technique whenever you see an enemy outlined in Red and you shouldn't have much trouble accumulating 75 Splatterkills by the time you reach the end of Story Mode. Gain another 75 by playing through the game again or by spending time in the Survival Arena.



FLESH RE-ANIMATION!

5 POINTS

BRONZE TROPHY

Regenerate with Splatter Siphon.



The Splatter Siphon attack is one of the most powerful abilities Rick has. Not only does it drain blood from enemies all nearby enemies, thereby weakening them, but Rick absorbs that blood into his Health Meter. This is the primary way for Rick to regenerate health and stay alive. Splatter Siphon requires one unit of the Necro Meter, so keep a close eye on both meters in the top left corner of the screen.

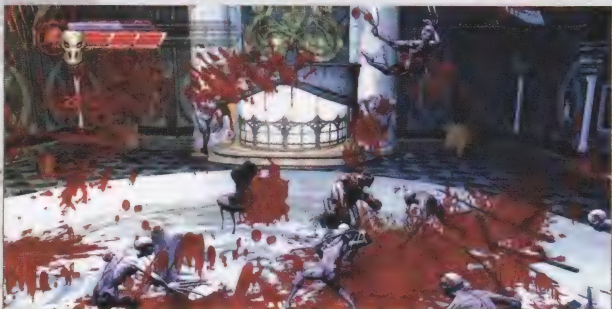


ARMY OF DEAD EVIL




5 POINTS

BRONZE TROPHY

Kill 6 enemies within one second.




This is a challenge that sounds a lot harder than it really is, thanks to the plethora of bones-and-skin enemies Rick sometimes encounters. Hold a defensive stance and allow six or more of the Corrupted fodder draw near, then go on a rampage. Deliver a spinning barrage of enemies to send these one-hit-kill enemies in all directions as fast as you can. This can be unlocked during Phase One, in the first room with the fireplace.

	YOU GOT RED ON YOU Splat an enemy on a wall with a weapon.	5 POINTS	BRONZE TROPHY
	BLOOD AND LIGHTNING Splat 100 enemies on a wall.	5 POINTS	BRONZE TROPHY
	THE BLACKEST OF SUNDAYS Splat 200 enemies on a wall.	10 POINTS	SILVER TROPHY





Unlocking these bonuses requires two things: blunt weaponry and tight spaces. It also helps to have lots of smaller enemies around, since they tend to fly a bit further than the bigger ones. Purchase both weapon durability upgrades and try to maximize your use of the spiked 2x4 and lead pipe whenever possible. Lure enemies closer to walls, and away from the center of larger rooms before you start swinging. Rick will swing back and forth in both directions if you hit the Radial Attack button repeatedly, but he'll primarily swing with a right-hand stance if you press more slowly. It's also possible to really rack up your tally of wall splatters during side-scroll segments. Use the lead pipe or spiked 2x4 and the Hits to the Dome attack send enemies flying against the inside of your television screen!

	MORBID DISMEMBERMENT Kill an enemy with your own dismembered arm.	5 POINTS	BRONZE TROPHY
---	---	-----------------	----------------------



The best spot to do this is during Phase One, after making it through the hallway beyond the intermittent fireplace. A Teratoid gets the drop on Rick, rips his arm off, and throws him through the floor to a laboratory below. Pick up the arm and enter the room between the stasis tanks, where more fodder is located. Use the arm to kill the Homini that attack here. Fleshy weapons don't last very long, so try not to hit too many inanimate objects with it.

	SEE YOU! AT THE PARTY Kill an enemy with an enemy's arm.	5 POINTS	BRONZE TROPHY
	NONE MORE DEAD Get 150 kills with enemy arms.	10 POINTS	BRONZE TROPHY



The unarmed Student Forgotten that infest much of the West Mansion can have their arms torn from their body with a Splatterkill. Immediately pick up one of the arms after the Splatterkill and use it to defeat any other enemies in the area. Arms are pretty fragile weapons, and they can't withstand a lot of punishment, so you may need to soften up a few foes before picking up the weapon in order to deal a death blow with the arm. Note, the Tear You to Pieces skill will make this challenge much easier and faster to complete, since you can perform the Call to Arms move with it to gather limbs.



HEAVY FRIKKIN' METAL!

5 POINTS

BRONZE TROPHY

Get 50 kills with non-fleshy weapons.

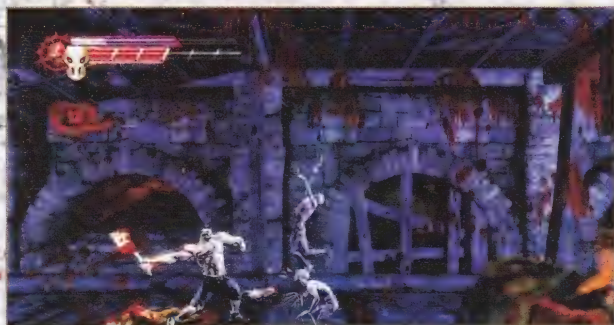


TRIUMPH OF IRON

15 POINTS

SILVER TROPHY

Get 500 kills with non-fleshy weapons.



You won't even need to think about unlocking these bonuses—particularly the first one—so long as you make an effort to use the many weapons scattered throughout the game (and in Survival Arena). You can really rack up the kill tally by using weapons against the scrawny minions known as Homini that attack in large numbers. The spiked 2x4 and lead pipe can kill each of these enemies with a single swing. The meat cleaver and sword can slash through and decapitate all but the toughest enemies with a single slice.



BAD TASTE

5 POINTS

BRONZE TROPHY

Impale an enemy on a spike.



You'll accomplish this feat during Phase Two in order to advance. Lure one or two of the Ghosts in front of the golden mask once the spike is extended from its mouth. Grab an enemy with the Grab Button then press the Directional Attack button to throw/kick the creature at the spike.



TONGUE IN CHEEK

5 POINTS

BRONZE TROPHY

Kill an enemy with an enemy's head.



HEAD ON ARRIVAL

10 POINTS

BRONZE TROPHY

Get 50 kills with enemy heads.



Doing this once won't take much effort. Simply use a meat cleaver or sword to decapitate an enemy, then pick up the head and throw it at another enemy, preferably with the Power Head Throw upgrade active. To do this 50 times however will take dedication. Purchase the aforementioned upgrade and take care to only decapitate one or two enemies at a time when you have a bladed weapon. Drop the blade once the heads start to roll, lure the enemies away from the head then rush back, grab the head, and chuck it at an enemy! Rick can also use the heads to bash enemies with! Survival Arena, with its large quantity of Teratoids, is an excellent place for farming head kills.



DEATH CAME RIPPING

5 POINTS

BRONZE TROPHY

Kill an enemy with a Splatter Slash.



RAZOR OF HELL

5 POINTS

BRONZE TROPHY

Get 100 kills with Splatter Slash.



The Splatter Slash attack unlocks at the end of Phase Four and gives Rick the ability to perform a special Berserker-like attack on command. This one-off attack consumes a single bar from the Necro Meter, but it can be used to slash through multiple enemies at once. Hold the Mask Attack button and press the Radial Attack button while facing a group of enemies to perform the attack. The large bones that extend from Rick's arms will snap shut like a giant pair of scissors, slicing through the necks and waistlines of all but the toughest of enemies. It's unlikely that you'll accrue 100 Splatter Slash kills during Story Mode, but it won't take long in Survival Arena to reach this grand tally.



MUST KILL

5 POINTS

BRONZE TROPHY

Kill an enemy with Splatter Smash.



DOWNPOUR OF BLOOD

5 POINTS

BRONZE TROPHY

Get 100 kills with Splatter Smash.



The Splatter Smash ability unlocks at the end of Phase Six. This directional-based attack consumes a single bar of Necro per use, but ruptures the ground with a lengthy array of bones that shatter any enemies caught in its path. Rick will punch the ground and crush enemies from underfoot, across a wide area. Splatter Smash can be aimed to the side or even behind Rick, which makes it useful in Survival Arena. Aim it in the direction of the largest number of enemies and trust that most, if not all, will be instantly destroyed. You should have no trouble unlocking both of these bonuses if you spend any time at all in Survival Arena mode.



ONE WHO SLAYS

5 POINTS

BRONZE TROPHY

Get 300 kills in Berserker Mode.



Rick learns to harness the power of Berserker Mode at the end of Phase Two, during the boss battle. Berserker Mode grants Rick temporary invincibility and tremendously powerful attacks, able to cut through most every enemy with a single attack. Activate Berserker Mode when the Necro Meter is full and there are a number of enemies on the screen to rack up the kills. The fastest way to earn 300 kills and unlock this bonus is to hop into the first Survival Arena after completing Phase Two (or Phase Three, since it will earn you more BLOOD Points to spend on upgrades) and have at it. You'll be able to activate Berserker Mode frequently against a nonstop flood of enemies.



BRAIN DEAD

5 POINTS

BRONZE TROPHY

Tackle an enemy and pummel it 20 times.



There's only one type of enemy that Rick can reliably tackle and land 20 straight punches against before it is reduced to a puddle of hamburger—the Fish Folk! Fish Folk are excellent ranged attackers so make sure there aren't any other enemies still standing when you go for this bonus. It also pays to go after a Fish Folk that you haven't inflicted any damage to, otherwise it might only survive 17 or 18 punches. Purchase the Tackle Pack, perform a Chubby Chaser tackle on a Fish Folk, and immediately begin rapidly tapping the Directional Attack button to perform a lengthy Ground and Pound combination. Rick should land 20 or more punches before the Fish Folk's head pops off.



HEADLONG INTO MONSTERS

5 POINTS

BRONZE TROPHY

Kill 6 enemies in one ram attack.



Acquire the Ram and Psycho Ram attacks to carry a Ram attack through a longer string of enemies. Though it's possible to Psycho Ram through six or more enemies during a freeform battle—especially during Survival Arena—this is easiest to do in the one of the side-scrolling sections where Rick encounters numerous Homini, particularly the upper section in Phase Six, just beyond the second Spitter.



POW!

5 POINTS

BRONZE TROPHY

Launch an enemy straight up with "No Head Room."



This Achievement/Trophy requires that you purchase the Uppercut Overdrive heavy attack upgrade. Perform the No Head Room attack by targeting a single enemy—a Ghast or Student Forgotten work well—and strike it with a quick tap of the Radial Attack button, followed by a charged Directional Attack. This makes Rick deliver a quick jab to the enemy with one hand before striking with a massive uppercut that sends the enemy skyward.



BARRELS OF BLOOD

5 POINTS

BRONZE TROPHY

Get 2000 or more BLOOD Points in one chain of attacks.



Accruing a combination worth over 2000 BLOOD Points in a single combo isn't easy, but it is possible—provided you have a thorough understanding of how the combo system works (explained in detail in the "Game Basics" chapter of this book). To do it, make sure you have a full Necro Bar, since Rick earns 2x as many BLOOD Points while in Berserker Mode. Rick also earns a multiplier for the number of kills made during the combo, beginning at 1.1 for a single kill and rising in 0.1 increments per kill to a possible multiplier of 2.0x at 10 kills. This multiplier is applied to the value of the entire chain. There is also a difficulty multiplier that is applied at the conclusion of the chain. Play on Brutal difficulty to avoid being hit with a 10% or 20% penalty for playing on Savage and Coward, respectively. Larger, tougher enemies yield more BLOOD Points but are harder to kill. Try softening them up a bit before attempting to string together a lengthy kill chain. Lastly, the type of attack you strike with factors into the amount of BLOOD Points that are earned. Light punches and flurry attacks yield far fewer BLOOD Points per strike than heavy attacks, Mask Attacks, and weapon-based hits.



BOREWORM MASSACRE

10 POINTS

BRONZE TROPHY

Stomp on 1000 Boreworms.



Boreworms are found inside crates, barrels, and other assorted breakable objects scattered throughout Story Mode. They are often found in groups of five and yield a wealth of BLOOD Points when they are stepped on. Don't let a single crate or other smashable object go by without taking a moment to bust it open in search of the juicy pink Boreworms that might be inside. Not every crate contains Boreworms of course, but many of the crates and other breakable objects that are a little off the beaten path do. Always look a few steps in the direction opposite of where you're headed when reaching an intersection because you just might find a trove of Boreworms lurking in a crate just out of sight. The Boreworms you kill in Survival Arena also count towards this challenge.

SURVIVAL ARENA



KILLER OF KILLERS

5 POINTS

BRONZE TROPHY

Get an S-rank in Survival Arena mode.



ANVIL HORROR

15 POINTS

BRONZE TROPHY

Get three S-ranks in Survival Arena mode.

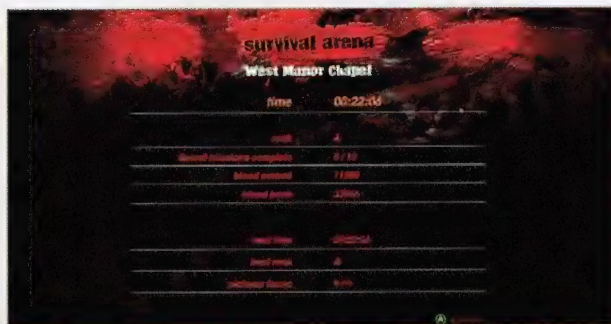


JASON SCHMASSON

50 POINTS

SILVER TROPHY

Get six S-ranks in Survival Arena mode.



S-RANK TIME REQUIREMENTS

ARENA	TIME REQUIREMENT
West Mansion Lobby	12:00
Slaughterhouse	16:00
West Observation Room	23:00
Death Coaster	25:00
Shadow of the Wickerman	22:00
West Manor Chapel	20:00

The first step in completing these challenges is unlocking each of the Survival Arenas. The six Survival Arenas become available as you progress through Story Mode; complete Story Mode on either the Coward or Savage difficulty to unlock the final arena. Earning an S-rank can only be done by defeating all 20 waves within a specific amount of time. Each of the ranking requirements are discussed in the "Survival Arena" chapter of this book. The S-rank time requirements here are for reference.

Defeating all 20 waves of enemies within this time limit is not easy. Efficient slaughter is a must! Use weapons against the Ghosts and Student Forgotten to make quick work of them, without squandering the weapon's durability against the Homini. Save up your Necro Meter for activating Berserk Mode when the Aggressors, Aegises, or Abhores are present. Remember that weapons break easily against these tougher foes—don't waste them! Lastly, understand that Survival Arena is meant to be tough! Don't head into this gameplay mode without maximum health and weapon durability upgrades. It also pays to have at least one Necro Meter upgrade as well. Refer to the "Survival Arena" portion of this guide for more tips.



DEAD ON THE RISE

5 POINTS

BRONZE TROPHY

Accomplish 5 Secret Missions in a single Survival Arena attempt.



TOO MUCH HORROR BUSINESS

10 POINTS

BRONZE TROPHY

Accomplish all 10 Secret Missions in a single Survival Arena attempt.



Every Survival Arena map contains 10 secret missions. Adjust your play style to complete these secret missions by the end of the 20th wave of enemies to improve your rank and unlock these bonuses. You may want to take your time during the early waves, avoiding non-fleshy weapons, and play it as safe as possible to get the "No damage" missions out of the way early. Try to isolate enemies for Splatterkills and don't let an arm or a head go unused as a weapon. Severed arms will often appear inside of weapon drops. Run from enemy to enemy and perform the Corpse Pinata attack to deliver a two-swing immediate kill to the enemies one after another. The secret missions are as follows:

- | | | | |
|---------------------------------------|--|--|---|
| 1 No damage for 60 seconds. | 4 Perform 20 successful Splatterkills. | 7 Stomp on 20 Boreworms. | 10 Kill 25 enemies using any fleshy weapon. |
| 2 No damage for 120 seconds. | 5 Kill 25 enemies during Berserk Mode. | 8 Stomp on 50 Boreworms. | |
| 3 Perform 5 successful Splatterkills. | 6 Kill 50 enemies during Berserk Mode. | 9 Kill 10 enemies using any fleshy weapon. | |

COLLECTIBLES & SKILLS



JEN SMELLS OF ROT... OF THE GRAVE

5 POINTS

BRONZE TROPHY

Re-assemble one of Jen's sexy photos.



CREEPY SHOW

10 POINTS

BRONZE TROPHY

Re-assemble 8 of Jen's photos.

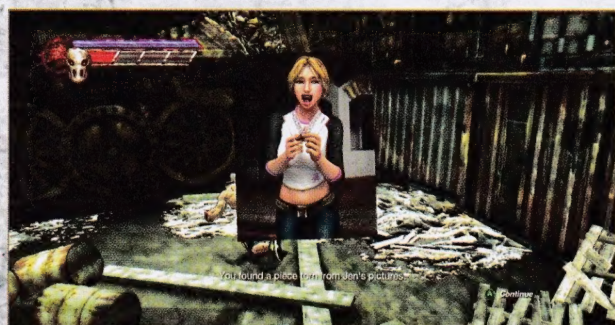


HAPPY ENDING?

20 POINTS

SILVER TROPHY

Re-assemble all of Jen's photos.



Each photo has been torn into four pieces and scattered across one of the areas in the game. The photo scattered throughout West Mansion in Phase One is the easiest to re-assemble. Rick will practically walk right over each piece as he makes his way through the mansion. The others get progressively more difficult to find. There are 11 photos in Story Mode and an additional 6 in Survival Arena mode. Follow along with the walkthrough portion of this guide to find the four hidden photo pieces within each phase of the story. The four photo pieces are dropped into the Survival Arena inside of green containers—smash them open to get the photo piece!



AUDIOPHILE

5 POINTS

BRONZE TROPHY

Listen to all of Dr. West's gramophone records.



PHASE	GRAMPHONE RECORDS
Phase One: Satan's Masque	4
Phase Two: A Doll that Bled	3
Phase Six: The Beast with a Human Heart	3
Phase Nine: The Ruined Heart	2

There are 12 Gramophones scattered throughout Story Mode, often on tables and desks in the corners of rooms. All of them have been spotlighted in the walkthrough portion of this guidebook.



HUNGER PANGS

5 POINTS

BRONZE TROPHY

Purchase a skill.



BLOOD LUST

25 POINTS

BRONZE TROPHY

Unlock 25 skills.

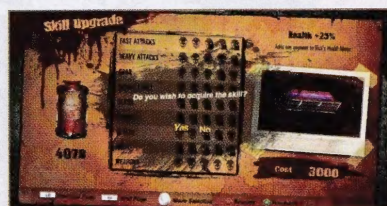


LUST FOR AFTER LIFE

50 POINTS

SILVER TROPHY

Unlock all skills.



Rick gains access to the Moves List & Skills Upgrade screen immediately after defeating the Teratoid at the end of Phase One. He should have roughly 4000 BLOOD Points at that instant to spend on an upgrade. There are a total of 45 skills, with only one (Splatter Siphon) that is automatically equipped at the start of the game. Each of the skills cost between 1000 and 12,000 BLOOD Points. You shouldn't have much trouble purchasing the 25 needed to unlock "Blood Lust" during a single play-through. Skills carry over to subsequent plays so complete the game first on one of the easier difficulties then begin Story Mode on a harder difficulty setting for a second play and save up your BLOOD Points for the costlier skills that remain. You can earn Reward BLOOD in Survival Arena that can be used to purchase additional skills while in Story Mode, but cannot access the Skills Upgrade screen while in a Survival Arena.



CALL OF THE THULE

10 POINTS

BRONZE TROPHY

Unlock 5% of Dr. West's journal.



NIGHTMARE IN ARKHAM

20 POINTS

BRONZE TROPHY

Unlock 25% of Dr. West's journal.



LOVECRAFT BABY

20 POINTS

BRONZE TROPHY

Unlock 50% of Dr. West's journal.



THE HOUSE THAT WEST BUILT

100 POINTS

PLATINUM TROPHY

Unlock all pages of Dr. West's journal.

A new page within Dr. West's journal becomes available with every 5% of the game you complete. It's important to understand, however, that this is not tied to the story progression. Game progression is a combination of Story Mode completion (including Brutal difficulty mode), Survival Arenas, finding all of Jen's photos, and unlocking all Skill Upgrades.



Game progression is calculated behind the scenes, but There are 1440 "progression points" in total. The following tables show how progression points are accumulated. Note that completing a Story Mode phase on Savage or Brutal earns you the points reserved for completing it on lower difficulties (unless you already completed the phase on that lower difficulty). The same goes for ranks on Survival Arena. Earning an A-rank on your first try will earn you credit towards game progression for all lower ranks. Points are only awarded towards game progression once.

GAME PROGRESSION POINTS

MODE	EVENT	POINTS
Story	Complete a level on Coward	20 points
Story	Complete a level on Savage	20 points
Story	Complete a level on Brutal	20 points
Arena	Earn a C-rank	15 points
Arena	Earn a B-rank	15 points
Arena	Earn a A-rank	15 points
Arena	Earn a S-rank	15 points
Jen Photos	Find 1 photo piece	2.5 points
Skill Upgrades	Purchase 1 Skill Upgrade	4 points

SPLATTERHOUSE®

OFFICIAL STRATEGY GUIDE

By Doug Walsh

Splatterhouse® & © 1988 NAMCO BANDAI Games Inc. © 2010 NAMCO BANDAI Games America Inc. All rights reserved.

DK/BradyGames, a division of Penguin Group (USA) Inc.
800 East 96th Street, 3rd Floor
Indianapolis, IN 46240

The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the ratings icons, please contact the ESA at esrblicenseinfo@theesa.com.

ISBN: 978-0-7440-1204-0

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 10-1 shows that the first printing of the book occurred in 2010.

13 12 11 10

4 3 2 1

Printed in the USA.

BRADYGAMES STAFF

Global Strategy Guide Publisher
Mike Degler

Editor-In-Chief
H. Leigh Davis

Digital and Trade Publisher
Brian Saliba

Operations Manager
Stacey Beheler

CREDITS

Senior Development Editor
Chris Hausermann

Book Designers
Carol Stamile
Doug Wilkins

Production Designer
Areva



A TERRIFYING TREK THROUGH A FORTRESS OF EVIL!

RICK TAYLOR AND THE TERROR MASK ARE BACK AND THIS STRATEGY GUIDE WILL HELP YOU TEAR, CUT AND BEAT YOUR WAY THROUGH INHUMAN ABOMINATIONS AND HORDES OF UNDEAD IN A TALE OF LOVE, MUTILATION, AND NEAR-INSANITY!

COMPLETE WALKTHROUGH

GUIDES YOU STEP-BY-STEP THROUGH THE ENTIRE BLOOD-SOAKED NIGHTMARE FROM START TO FINISH.



LEVEL MAPS

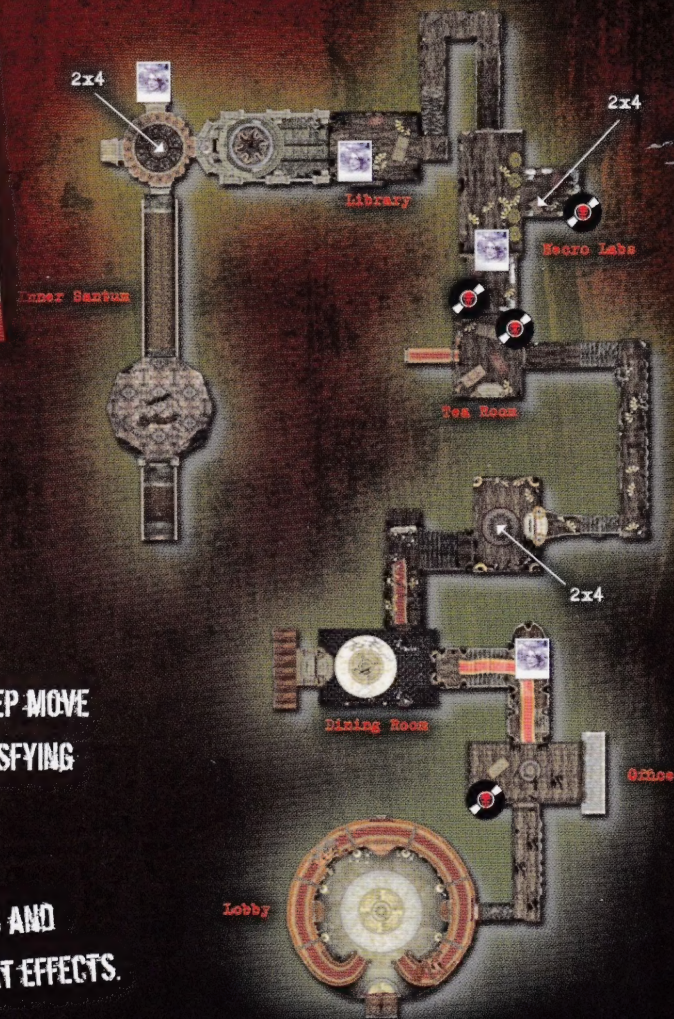
DETAILED FLOOR PLANS CALL OUT THE LOCATIONS OF IMPORTANT WEAPONS AND COLLECTABLE ITEMS.

IN-DEPTH COMBAT ANALYSIS

AN AUTHORITATIVE BREAKDOWN OF THE GAME'S DEEP MOVE SET AND PUNISHING COMBO SYSTEM ENSURES SATISFYING SPLATTERKILLS AND MAXIMUM DAMAGE OUTPUT.

COMPREHENSIVE ARSENAL

COMBINE THE BEST MOVES WITH THE MIGHTIEST WEAPONS AND ENVIRONMENTAL ATTACKS TO ACHIEVE GRUESOME COMBAT EFFECTS.



www.bradygames.com



www.namco.net

Splatterhouse® & © 2010 NAMCO BANDAI Games Inc. © 2010 NAMCO BANDAI Games America Inc. All rights reserved.

\$19.99 USA/\$22.99 CAN

BASED ON A GAME
RATED BY THE
ESRB



ISBN-13: 9780744012040
ISBN-10: 074401204X



9 780744 012040

5 1999

7 52073 01204 5